
Subject: Re: Discord bot 404 error using WebSocket, any ideas?

Posted by [mirek](#) on Mon, 20 Aug 2018 07:24:43 GMT

[View Forum Message](#) <> [Reply to Message](#)

Thank you, specification seems to say the ws/wss should be replaced with http/https:

3. The "Request-URI" part of the request MUST match the /resource name/ defined in Section 3 (a relative URI) or be an absolute http/https URI that, when parsed, has a /resource name/, /host/, and /port/ that match the corresponding ws/wss URI.

so the code in U++ was wrong (looks like the server the we are testing against ignores this...).

Fixed:

```
bool WebSocket::Connect(const String& url)
{
    const char *u = url;
    bool ssl = memcmp(u, "wss", 3) == 0;
    const char *t = u;
    while(*t && *t != '?')
        if(*t++ == '/' && *t == '/') {
            u = ++t;
            break;
        }
    t = u;
    while(*u && *u != ':' && *u != '/' && *u != '?')
        u++;
    String host = String(t, u);
    int port = ssl ? 443 : 80;
    if(*u == ':')
        port = ScanInt(u + 1, &u);

    return Connect(url.StartsWith("wss:") ? "https:" + url.Mid(4)
        : url.StartsWith("ws:") ? "http:" + url.Mid(3) : url,
        host, ssl, port);
}
```
