
Subject: Re: [Proposal] The maintainer and the future of TURTLE package

Posted by [Oblivion](#) on Tue, 05 Jan 2021 10:39:05 GMT

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Hello Mirek,

Quote:While trying to move Turtle to UppHub, I have noticed it does not work Smile (I will gladly provide you commit rights there as soon as I find out your github username...)

The reason seems to be that after uploading html, we try to establish WebSocket connection over the same port. Unfortunately, at the same time browser tries to fetch favicon, which gets caught by WebSocket and connection is terminated because that is not the correct websocket request.

Have you noticed this issue?

Trying to remedy that by moving websocket communication to another port...

Thanks for reporting this. I haven't encountered this issue. I'll look into it tonight but I am already working on a simple login mechanism, and the Turtle server side is going to change soon. Stil, IMO it would be better to use a randomized port number for websocket in ephemeral port range or > 32K.

Speaking of login: the mainstream browsers do not allow/deprecated unsecure websocket connections unless the host is localhost or explicitly allowd. In any case using unsecure layer is bad practice. And the K.I.S.S way of implementing a login mechanism is to use the secure web socket layer (wss/TLS). (I'll propose the plan next week)

But at the moment WebSocket class seems to allow server side security via its older interface. Is there a way or plan to fix that or can I safely use the older API?

my github username: ismail-yilmaz

Best regards,
Oblivion