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Subject: WebSocket issue

Posted by [przem\\_kaz](#) on Tue, 24 Mar 2026 11:16:37 GMT

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Hi, upp community

I don't know if it's just my lack of experience, but I'm planning to build an app to communicate with a device that uses WebSocket to send events.

During testing, I noticed that my test app isn't establishing a connection correctly, even though the same connection works fine when using tools like Postman or Insomnia.

So I tested the connection with the most popular WebSocket test server:

`wss://echo.websocket.org`.

And here, too, my app throws an error.

Code below.

```
#include <Core/Core.h>
```

```
using namespace Upp;
```

```
CONSOLE_APP_MAIN
```

```
{  
  StdLogSetup(LOG_COUT|LOG_FILE);
```

```
  WebSocket::Trace();
```

```
  WebSocket ws;
```

```
  ws.Trace();
```

```
  LOG(GetSysTime());
```

```
  LOG(ws.GetHeaders());
```

```
  //ws.NonBlocking();
```

```
  ws.Connect("wss://echo.websocket.org");
```

```
  if(ws.IsError()) {
```

```
    LOG("Failed to connect");
```

```
    LOG(ws.GetError());
```

```
    LOG(ws.GetErrorDesc());
```

```
    return;
```

```
  }
```

```
  Sleep(1000);
```

```
  LOG(GetSysTime());
```

```
  ws.SendText("010203");
```

```
  Sleep(1000);
```

```
  LOG("Response: ");
```

```
  LOG(ws.Receive());
```

```
  ws.Close();
```

```
}
```

Below is the log output:

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Accept: text/html,application/xhtml+xml,application/xml;q=0.9,\*/\*;q=0.8

Accept-Language: cs,en-US;q=0.7,en;q=0.3

Sec-WebSocket-Version: 13

Sec-WebSocket-Extensions: permmessage-deflate

Connection: keep-alive, Upgrade

Pragma: no-cache

Cache-Control: no-cache

Upgrade: websocket

WS CLIENT DNS resolved

WS CLIENT Connect issued

WS CLIENT Blocking SSL handshake finished

WS CLIENT Sending connection request

WS CLIENT ERROR: Socket has been closed unexpectedly

Failed to connect

socket(668) / SSL handshake: SSL\_ERROR\_SSL; error:0A000126:SSL routines::unexpected eof while reading

socket(668) / SSL handshake: SSL\_ERROR\_SSL; error:0A000126:SSL routines::unexpected eof while reading

Can someone check if the SecureWebSockets implementation in UPP is working properly?

Thanks in advance for your help and advice

Best regards

Przemek