
Subject: Re: WebSocket issue

Posted by [Oblivion](#) on Thu, 26 Mar 2026 16:18:54 GMT

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Ok, I fixed it, it works -here- with your example too. SSL connection was missing SNI.
However before the official patch, you can simply replace the connect method:

```
bool WebSocket::Connect(const String& uri_, const String& host_, bool ssl_, int port)
{
    Clear();

    client = true;
    redirect = 0;

    uri = uri_;
    host = host_;
    ssl = ssl_;

    if(ssl && !IsNull(host))
        socket->SSLServerNameIndication(host);

    if(socket->IsBlocking()) {
        if(!addrinfo.Execute(host, port)) {
            Error("Not found");
            return false;
        }
        LLOG("DNS resolved");
        StartConnect();
        while(opcode != READING_FRAME_HEADER) {
            Do0();
            if(IsError())
                return false;
        }
    }
    else {
        opcode = DNS;
        addrinfo.Start(host, port);
    }
    return true;
}
```

Best regards,
Oblivion
