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Subject: Re: WebSocket issue

Posted by [przem\\_kaz](#) on Sat, 28 Mar 2026 10:31:40 GMT

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Hi Oblivion,

Thanks for finding a solution to this problem. Adding the code:

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

solves the problem both with the test server “wss://echo.websocket.org” and when communicating directly with my device.

Now I’m going to play around with testing a secure WebSocket server, because I need both in my project.

BR  
Przemek

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