
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:

```
03/24/2026 12:11:20
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

Subject: Re: Websocket issue
Posted by [Oblivion](#) on Wed, 25 Mar 2026 07:04:06 GMT
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Hello Przemek,

Yes, I can confirm that WebSocket with SSL is broken for some setups, including your example, on both linux and Windows.
I'll investigate it further.

Best regards,
Oblivion

Subject: Re: Websocket issue
Posted by [przem_kaz](#) on Wed, 25 Mar 2026 07:41:15 GMT
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Hi Oblivion,

Thanks for the quick reply.
I'm sure you'll be able to fix this issue quickly.

BR
Przemek

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

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

Subject: Re: Websocket issue
Posted by [Oblivion](#) on Sat, 28 Mar 2026 10:49:47 GMT
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Hi Przemek,

Note that, that's a temporary solution. Actual fix is here. That adds a method to set SNI information. The workaround you are using wont work with IP numbers or when name differs.

Best regards,
Oblivion

Subject: Re: Websocket issue

Posted by [przem_kaz](#) on Mon, 30 Mar 2026 14:43:02 GMT

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Hi Oblivion,

Thanks for this PR and the additional comment. I'll wait patiently for Mirek to approve this PR.

There's one more thing worth taking a look at. It seems that the Https reference example isn't working properly either and displays that error message when client tries to establishing an SSL connection. Could you or Mirek check this out?

Connection accepted

SSL handshake failed: socket(632) / SSL handshake: Unknown error code.

===== Waiting...

Connection accepted

SSL handshake failed: socket(652) / SSL handshake: Unknown error code.

BR

Przemek
