
websocket-client

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INSTALLATION

First, install the following dependencies:

- six
- backports.ssl_match_hostname (only for Python 2.x)

To install the Python 2 dependencies, use: `pip install six backports.ssl_match_hostname`

To install the Python 3 dependencies, use: `pip install six`

You can use either `python setup.py install` or `pip install websocket-client` to install this library.

GETTING STARTED

The quickest way to get started with this library is to use the `wsdump.py` script, found in the `bin/` directory. For an easy example, run the following:

```
python wsdump.py ws://echo.websocket.org/ -t "hello world"
```

The above command will provide you with an interactive terminal to communicate with the `echo.websocket.org` server. This server will echo back any message you send it. You can test this WebSocket connection in your browser, without this library, by visiting the URL <https://websocket.org/echo.html>.

The `wsdump.py` script has many additional options too, so it's a great way to try using this library without writing any custom code. The output of `python wsdump.py -h` is seen below, showing the additional options available.

```
python wsdump.py -h
usage: wsdump.py [-h] [-p PROXY] [-v [VERBOSE]] [-n] [-r]
                 [-s [SUBPROTOCOLS [SUBPROTOCOLS ...]]] [-o ORIGIN]
                 [--eof-wait EOF_WAIT] [-t TEXT] [--timings]
                 [--headers HEADERS]
                 ws_url

WebSocket Simple Dump Tool

positional arguments:
  ws_url                websocket url. ex. ws://echo.websocket.org/

optional arguments:
  -h, --help            show this help message and exit
  -p PROXY, --proxy PROXY
                        proxy url. ex. http://127.0.0.1:8080
  -v [VERBOSE], --verbose [VERBOSE]
                        set verbose mode. If set to 1, show opcode. If set to
                        2, enable to trace websocket module
  -n, --nocert          Ignore invalid SSL cert
  -r, --raw            raw output
  -s [SUBPROTOCOLS [SUBPROTOCOLS ...]], --subprotocols [SUBPROTOCOLS [SUBPROTOCOLS ...
  ↵]]
                        Set subprotocols
  -o ORIGIN, --origin ORIGIN
                        Set origin
  --eof-wait EOF_WAIT  wait time(second) after 'EOF' received.
  -t TEXT, --text TEXT  Send initial text
  --timings            Print timings in seconds
  --headers HEADERS    Set custom headers. Use ',' as separator
```


EXAMPLES

3.1 Creating Your First WebSocket Connection

If you want to connect to a websocket without writing any code yourself, you can try out the *Getting Started* `ws-dump.py` script and the `examples/` directory files.

You can create your first custom connection with this library using one of the simple examples below. Note that the first WebSocket example is best for a short-lived connection, while the WebSocketApp example is best for a long-lived connection.

WebSocket example

```
import websocket

ws = websocket.WebSocket()
ws.connect("ws://echo.websocket.org")
ws.send("Hello, Server")
print(ws.recv())
ws.close()
```

WebSocketApp example

```
import websocket

def on_message(wsapp, message):
    print(message)

wsapp = websocket.WebSocketApp("wss://stream.meetup.com/2/rsvps", on_message=on_
    ↳message)
wsapp.run_forever()
```

3.2 Debug and Logging Options

When you're first writing your code, you will want to make sure everything is working as you planned. The easiest way to view the verbose connection information is the use `websocket.enableTrace(True)`. For example, the following example shows how you can verify that the proper Origin header is set.

```
import websocket

websocket.enableTrace(True)
ws = websocket.WebSocket()
```

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```
ws.connect("ws://echo.websocket.org", origin="testing_websockets.com")
ws.send("Hello, Server")
print(ws.recv())
ws.close()
```

The output you will see will look something like this:

```
--- request header ---
GET / HTTP/1.1
Upgrade: websocket
Host: echo.websocket.org
Origin: testing123.com
Sec-WebSocket-Key: k9kFAUWNAMmf5OEMfTlOEA==
Sec-WebSocket-Version: 13
Connection: Upgrade

-----
--- response header ---
HTTP/1.1 101 Web Socket Protocol Handshake
Access-Control-Allow-Credentials: true
Access-Control-Allow-Headers: content-type
Access-Control-Allow-Headers: authorization
Access-Control-Allow-Headers: x-websocket-extensions
Access-Control-Allow-Headers: x-websocket-version
Access-Control-Allow-Headers: x-websocket-protocol
Access-Control-Allow-Origin: testing123.com
Connection: Upgrade
Date: Sat, 06 Feb 2021 12:34:56 GMT
Sec-WebSocket-Accept: 4hNxSu7OllvQZJ43LGpQTuR8+QA=
Server: Kaazing Gateway
Upgrade: websocket
-----
send: b'\x81\x8dS\xfb\xc3a\x1b\x9e\xaf\r<\xd7\xe326\x89\xb5\x04!'
Hello, Server
send: b'\x88\x82 \xc3\x85E#+'

```

3.3 Connection Options

After you can establish a basic WebSocket connection, customizing your connection using specific options is the next step. Fortunately, this library provides many options you can configure, such as:

- “Host” header value
- “Cookie” header value
- “Origin” header value
- WebSocket subprotocols
- Custom headers
- SSL or hostname verification
- Timeout value

For a more detailed list of the options available for the different connection methods, check out the source code comments for each:

- **WebSocket().connect() option docs**
 - Related: [WebSocket.create_connection\(\) option docs](#)
- **WebSocketApp() option docs**
 - Related: [WebSocketApp.run_forever docs](#)

3.3.1 Setting Common Header Values

To modify the Host, Origin, Cookie, or Sec-WebSocket-Protocol header values of the WebSocket handshake request, pass the `host`, `origin`, `cookie`, or `subprotocols` options to your WebSocket connection. The first two examples show the Host, Origin, and Cookies headers being set, while the Sec-WebSocket-Protocol header is set separately in the following example. For debugging, remember that it is helpful to enable [Debug and Logging Options](#).

WebSocket common headers example

```
import websocket

ws = websocket.WebSocket()
ws.connect("ws://echo.websocket.org", cookie="chocolate",
          origin="testing_websockets.com", host="echo.websocket.org/websocket-client-test")
```

WebSocketApp common headers example

```
import websocket

def on_message(wsapp, message):
    print(message)

wsapp = websocket.WebSocketApp("wss://stream.meetup.com/2/rsvps",
                               cookie="chocolate", on_message=on_message)
wsapp.run_forever(origin="testing_websockets.com", host="127.0.0.1")
```

WebSocket subprotocols example

```
import websocket

ws = websocket.WebSocket()
ws.connect("wss://ws.kraken.com", subprotocols=["testproto"])
```

WebSocketApp subprotocols example

```
import websocket

def on_message(wsapp, message):
    print(message)

wsapp = websocket.WebSocketApp("wss://ws.kraken.com",
                               subprotocols=["testproto"], on_message=on_message)
wsapp.run_forever()
```

3.3.2 Suppress Origin Header

There is a special `suppress_origin` option that can be used to remove the `Origin` header from connection handshake requests. The below examples illustrate how this can be used. For debugging, remember that it is helpful to enable *Debug and Logging Options*.

WebSocket suppress origin example

```
import websocket

ws = websocket.WebSocket()
ws.connect("ws://echo.websocket.org", suppress_origin=True)
```

WebSocketApp suppress origin example

```
import websocket

def on_message(wsapp, message):
    print(message)

wsapp = websocket.WebSocketApp("wss://stream.meetup.com/2/rsvps",
    on_message=on_message)
wsapp.run_forever(suppress_origin=True)
```

3.3.3 Setting Custom Header Values

Setting custom header values, other than `Host`, `Origin`, `Cookie`, or `Sec-WebSocket-Protocol` (which are addressed above), in the `WebSocket` handshake request is similar to setting common header values. Use the `header` option to provide custom header values in a list or dict. For debugging, remember that it is helpful to enable *Debug and Logging Options*.

WebSocket custom headers example

```
import websocket

ws = websocket.WebSocket()
ws.connect("ws://echo.websocket.org",
    header={"CustomHeader1": "123", "NewHeader2": "Test"})
```

WebSocketApp custom headers example

```
import websocket

def on_message(wsapp, message):
    print(message)

wsapp = websocket.WebSocketApp("wss://stream.meetup.com/2/rsvps",
    header={"CustomHeader1": "123", "NewHeader2": "Test"}, on_message=on_message)
wsapp.run_forever()
```

3.3.4 Disabling SSL or Hostname Verification

See the relevant [FAQ](#) page for instructions.

3.3.5 Using a Custom Class

You can also write your own class for the connection, if you want to handle the nitty-gritty connection details yourself.

```
import socket
from websocket import create_connection, WebSocket
class MyWebSocket(WebSocket):
    def recv_frame(self):
        frame = super().recv_frame()
        print('yay! I got this frame: ', frame)
        return frame

ws = create_connection("ws://echo.websocket.org/",
                      sockopt=(socket.IPPROTO_TCP, socket.TCP_NODELAY, 1), class_
                      ↪=MyWebSocket)
```

3.3.6 Setting Timeout Value

The `_socket.py` file contains the functions `setdefaulttimeout()` and `getdefaulttimeout()`. These two functions set the global `_default_timeout` value, which sets the socket timeout value (in seconds). These two functions should not be confused with the similarly named `settimeout()` and `gettimeout()` functions found in the `_core.py` file. With `WebSocketApp`, the `run_forever()` function gets assigned the timeout from `getdefaulttimeout()`. When the timeout value is reached, the exception `WebSocketTimeoutException` is triggered by the `_socket.py` `send()` and `recv()` functions. Additional timeout values can be found in other locations in this library, including the `close()` function of the `WebSocket` class and the `create_connection()` function of the `WebSocket` class.

The `WebSocket` timeout example below shows how an exception is triggered after no response is received from the server after 5 seconds.

WebSocket timeout example

```
import websocket

ws = websocket.WebSocket()
ws.connect("ws://echo.websocket.org", timeout=5)
#ws.send("Hello, Server") # Commented out to trigger WebSocketTimeoutException
print(ws.recv())
# Program should end with a WebSocketTimeoutException
```

The `WebSocketApp` timeout example works a bit differently than the `WebSocket` example. Because `WebSocketApp` handles long-lived connections, it does not timeout after a certain amount of time without receiving a message. Instead, a timeout is triggered if no connection response is received from the server after the timeout interval (5 seconds in the example below).

WebSocketApp timeout example

```
import websocket

def on_error(wsapp, err):
    print("Got a an error: ", err)
```

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```

websocket.setdefaulttimeout(5)
wsapp = websocket.WebSocketApp("ws://nexus-websocket-a.intercom.io",
    on_error=on_error)
wsapp.run_forever()
# Program should print a "timed out" error message

```

3.3.7 Connecting through a proxy

The example below show how to connect through a HTTP or SOCKS proxy. This library does support authentication to a proxy using the `http_proxy_auth` parameter, which should be a tuple of the username and password. Be aware that the current implementation of websocket-client uses the “CONNECT” method, and the proxy server must allow the “CONNECT” method. For example, the squid proxy only allows the “CONNECT” method on [HTTPS](#) ports by default. You may encounter problems if using SSL/TLS with your proxy.

WebSocket HTTP proxy example

```

import websocket

ws = websocket.WebSocket()
ws.connect("ws://echo.websocket.org",
    http_proxy_host="127.0.0.1", http_proxy_port="8080", proxy_type="http")
ws.send("Hello, Server")
print(ws.recv())
ws.close()

```

WebSocket SOCKS4 (or SOCKS5) proxy example

```

import websocket

ws = websocket.WebSocket()
ws.connect("ws://echo.websocket.org",
    http_proxy_host="127.0.0.1", http_proxy_port="8080", proxy_type="socks4")
ws.send("Hello, Server")
print(ws.recv())
ws.close()

```

WebSocketApp proxy example

Work in progress - coming soon

3.3.8 Using Unix Domain Sockets

You can also connect to a WebSocket server hosted on a unix domain socket. Just use the `socket` option when creating your connection.

```

import socket
from websocket import create_connection
my_socket = socket.socket(socket.AF_UNIX, socket.SOCK_STREAM)
my_socket.connect("/path/to/my/unix.socket")

ws = create_connection("ws://localhost/", # Dummy URL
    socket = my_socket,
    sockopt=((socket.SOL_SOCKET, socket.SO_KEEPALIVE, 1),))

```

3.4 Post-connection features

You can see a summary of this library's supported WebSocket features by either running the autobahn test suite against this client, or by reviewing a recently run autobahn report, available as a .html file in the /compliance directory.

3.4.1 Ping/Pong Usage

The WebSocket specification defines [ping](#) and [pong](#) message opcodes as part of the protocol. These can serve as a way to keep a long-lived connection active even if data is not being transmitted. However, if a blocking event is happening, there may be some issues with ping/pong. The below examples demonstrate how ping and pong can be sent by this library. You can get additional debugging information by using [Wireshark](#) to view the ping and pong messages being sent. In order for Wireshark to identify the WebSocket protocol properly, it should observe the initial HTTP handshake and the HTTP 101 response in cleartext (without encryption) - otherwise the WebSocket messages may be categorized as TCP or TLS messages. For debugging, remember that it is helpful to enable [Debug and Logging Options](#).

WebSocket ping/pong example

This example is best for a quick test where you want to check the effect of a ping, or where situations where you want to customize when the ping is sent. This type of connection does not automatically respond to a "ping" with a "pong".

```
import websocket

websocket.enableTrace(True)
ws = websocket.WebSocket()
ws.connect("ws://echo.websocket.org")
ws.ping()
ws.ping("This is an optional ping payload")
ws.pong()
ws.close()
```

WebSocketApp ping/pong example

This example, and `run_forever()` in general, is better for long-lived connections. If a server needs a regular ping to keep the connection alive, this is probably the option you will want to use. The `run_forever()` function will automatically send a "pong" when it receives a "ping", per the specification.

```
import websocket

def on_message(wsapp, message):
    print(message)

def on_ping(wsapp, message):
    print("Got a ping!")

def on_pong(wsapp, message):
    print("Got a pong! No need to respond")

wsapp = websocket.WebSocketApp("wss://stream.meetup.com/2/rsvps",
    on_message=on_message, on_ping=on_ping, on_pong=on_pong)
wsapp.run_forever(ping_interval=60, ping_timeout=10, ping_payload="This is an_
    ↳optional ping payload")
```

3.4.2 Connection Close Status Codes

RFC6455 defines [various status codes](#) that can be used to identify the reason for a close frame ending a connection. These codes are defined in the `websocket/_abnf.py` file. To view the code used to close a connection, you can [enable logging](#) to view the status code information. You can also specify your own status code in the `.close()` function, as seen in the examples below. Specifying a custom status code is necessary when using the custom status code values between 3000-4999.

WebSocket close() status code example

```
import websocket

websocket.enableTrace(True)

ws = websocket.WebSocket()
ws.connect("ws://echo.websocket.org")
ws.send("Hello, Server")
print(ws.recv())
ws.close(websocket.STATUS_PROTOCOL_ERROR)
# Alternatively, use ws.close(status=1002)
```

WebSocketApp close() status code example

```
import websocket

websocket.enableTrace(True)

def on_message(wsapp, message):
    print(message)
    wsapp.close(status=websocket.STATUS_PROTOCOL_ERROR)
    # Alternatively, use wsapp.close(status=1002)

wsapp = websocket.WebSocketApp("wss://stream.meetup.com/2/rsvps", on_message=on_
    ↪message)
wsapp.run_forever(skip_utf8_validation=True)
```

3.4.3 Customizing frame mask

WebSocket frames use masking with a random value to add entropy. The masking value in `websocket-client` is normally set using `os.urandom` in the `websocket/_abnf.py` file. However, this value can be customized as you wish. One use case, outlined in [issue #473](#), is to set the masking key to a null value to make it easier to decode the messages being sent and received. This is effectively the same as “removing” the mask, though the mask cannot be fully “removed” because it is a part of the WebSocket frame. Tools such as Wireshark can automatically remove masking from payloads to decode the payload message, but it may be easier to skip the demasking step in your custom project.

WebSocket custom masking key code example

```
import websocket

def zero_mask_key(_):
    return "\x00\x00\x00\x00"

websocket.enableTrace(True)

ws = websocket.WebSocket()
ws.set_mask_key(zero_mask_key)
```

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```
ws.connect("ws://echo.websocket.org")
ws.send("Hello, Server")
print(ws.recv())
ws.close()
```

WebSocketApp custom masking key code example

```
import websocket

def zero_mask_key(_):
    return "\x00\x00\x00\x00"

websocket.enableTrace(True)

def on_message(wsapp, message):
    print(message)

wsapp = websocket.WebSocketApp("wss://stream.meetup.com/2/rsvps", on_message=on_
    ↪message, get_mask_key=zero_mask_key)
wsapp.run_forever()
```

3.4.4 Customizing opcode

WebSocket frames contain an opcode, which defines whether the frame contains text data, binary data, or is a special frame. The different opcode values are defined in [RFC6455 section 11.8](#). Although the text opcode, 0x01, is the most commonly used value, the websocket-client library makes it possible to customize which opcode is used.

WebSocket custom opcode code example

```
import websocket

websocket.enableTrace(True)

ws = websocket.WebSocket()
ws.connect("ws://echo.websocket.org")
ws.send("Hello, Server", websocket.ABNF.OPCODE_TEXT)
print(ws.recv())
ws.send("This is a ping", websocket.ABNF.OPCODE_PING)
ws.close()
```

WebSocketApp custom opcode code example

The `WebSocketApp` class contains different functions to handle different message opcodes. For instance, `on_close`, `on_ping`, `on_pong`, `on_cont_message`. One drawback of the current implementation (as of May 2021) is the lack of binary support for `WebSocketApp`, as noted by [issue #351](#).

Work in progress - coming soon

3.5 Real-world Examples

Other projects that depend on websocket-client may be able to illustrate more complex use cases for this library. A list of 600+ dependent projects is found [on libraries.io](https://libraries.io), and a few of the projects using websocket-client are listed below:

- <https://github.com/docker/compose>
- <https://github.com/apache/airflow>
- <https://github.com/docker/docker-py>
- <https://github.com/scrapinghub/slackbot>
- <https://github.com/slackapi/python-slack-sdk>
- <https://github.com/wee-slack/wee-slack>
- <https://github.com/aluzzardi/wssh/>
- <https://github.com/llimllib/limbo>
- <https://github.com/miguelgrinberg/python-socketio>
- <https://github.com/invisibleroads/socketIO-client>
- <https://github.com/s4w3d0ff/python-poloniex>
- <https://github.com/Ape/samsungctl>
- <https://github.com/xchwarze/samsung-tv-ws-api>
- <https://github.com/andresriancho/websocket-fuzzer>

THREADING

Warning: The thread management documentation for this project is somewhat lacking. If asynchronous threading is a critical part of your project, you may want to investigate a more robust solution.

Multithreading in the websocket-client library is handled using the `threading` module. You can see `import threading` in some of this project's code. The [echoapp_client.py example](#) is a good illustration of how threading can be used in the websocket-client library. Issue [#496](#) indicates that websocket-client is not compatible with `asyncio`. However, some simple use cases, such as asynchronously receiving data, may be a convenient place to use `asyncio`. The following code snippet shows how asynchronous listening might be implemented.

```
async def mylisten(ws):
    result = await asyncio.get_event_loop().run_in_executor(None, ws.recv)
    return result
```

The `enable_multithread` variable is also a factor when handling multiple threads. When using `WebSocketApp`, `enable_multithread` is only set when `ping_interval` is set. When `WebSocketApp` is not used, `enable_multithread` can be set to a user-specified value, and this value will determine the thread locking.

Further investigation into using the `threading` module is seen in issue [#612](#) which illustrates a situation where using the `threading` module can impact the observed behavior of this library. The first code example below does not trigger the `on_close()` function, but the second code example does trigger the `on_close()` function. The highlighted rows show the lines added exclusively in the second example. This threading approach is identical to the [echoapp_client.py example](#). However, further testing found that some `WebSocket` servers, such as `ws://echo.websocket.org`, do not trigger the `on_close()` function.

NOT working on_close() example, without threading

```
import websocket

websocket.enableTrace(True)

def on_open(ws):
    ws.send("hi")

def on_message(ws, message):
    print(message)
    ws.close()
    print("Message received...")

def on_close(ws):
    print(">>>>>CLOSED")

wsapp = websocket.WebSocketApp("wss://api.bitfinex.com/ws/1", on_open=on_open, on_
↪message=on_message, on_close=on_close)
wsapp.run_forever()
```

Working on_close() example, with threading

```
import websocket
import threading

websocket.enableTrace(True)

def on_open(ws):
    ws.send("hi")

def on_message(ws, message):
    def run(*args):
        print(message)
        ws.close()
        print("Message received...")

    threading.Thread(target=run).start()

def on_close(ws):
    print(">>>>>CLOSED")

wsapp = websocket.WebSocketApp("wss://api.bitfinex.com/ws/1", on_open=on_open, on_
↪message=on_message, on_close=on_close)
wsapp.run_forever()
```

TODO: Add an example of using `ws.recv()` in a non-blocking manner, as asked in [issue #416](#)

In part because threading is hard, but also because this project has (until recently) lacked any threading documentation, there are many issues on this topic, including:

- [#562](#)
- [#580](#)
- [#591](#)

5.1 Why is this library slow?

The `send` and `validate_utf8` methods are very slow in pure Python. You can disable UTF8 validation in this library (and receive a performance enhancement) with the `skip_utf8_validation` parameter. If you want to get better performance, please install both `numpy` and `wsaccel`, and import them into your project files - these external libraries will automatically be used when available. Note that `wsaccel` can sometimes cause other issues.

5.2 How to solve the “connection is already closed” error?

The `WebSocketConnectionClosedException`, which returns the message “Connection is already closed.”, occurs when a `WebSocket` function such as `send()` or `recv()` is called but the `WebSocket` connection is already closed. One way to handle exceptions in Python is by using a `try/except` statement, which allows you to control what your program does if the `WebSocket` connection is closed when you try to use it. In order to properly carry out further functions with your `WebSocket` connection after the connection has closed, you will need to reconnect the `WebSocket`, using `connect()` or `create_connection()` (from the `_core.py` file). The `WebSocketApp` `run_forever()` function automatically tries to reconnect when the connection is lost.

5.3 What’s going on with the naming of this library?

To install this library, you use `pip3 install websocket-client`, while `import websocket` imports this library, and PyPi lists the package as `websocket_client`. Why is it so confusing? To see the original issue about the choice of `import websocket`, see [issue #60](#) and to read about `websocket-client` vs. `websocket_client`, see [issue #147](#)

5.4 Is WebSocket Compression using the permessage-deflate extension supported?

No, [RFC 7692](#) for WebSocket Compression is unfortunately not supported by the `websocket-client` library at this time. You can view the currently supported WebSocket features in the latest autobahn compliance HTML report, found under the [compliance](#) folder. If you use the `Sec-WebSocket-Extensions: permessage-deflate` header with `websocket-client`, you will probably encounter errors, such as the ones described in [issue #314](#).

5.5 If a connection is re-establish after getting disconnected, does the new connection continue where the previous one dropped off?

The answer to this question depends on how the WebSocket server handles new connections. If the server keeps a list of recently dropped WebSocket connection sessions, then it may allow you to recontinue your WebSocket connection where you left off before disconnecting. However, this requires extra effort from the server and may create security issues. For these reasons it is rare to encounter such a WebSocket server. The server would need to identify each connecting client with authentication and keep track of which data was received using a method like TCP's SYN/ACK. That's a lot of overhead for a lightweight protocol! Both HTTP and WebSocket connections use TCP sockets, and when a new WebSocket connection is created, it uses a new TCP socket. Therefore, at the TCP layer, the default behavior is to give each WebSocket connection a separate TCP socket. This means the re-established connection after a disconnect is the same as a completely new connection. Another way to think about this is: what should the server do if you create two WebSocket connections from the same client to the same server? The easiest solution for the server is to treat each connection separately, unless the WebSocket uses an authentication method to identify individual clients connecting to the server.

5.6 How to disable ssl cert verification?

Set the `sslopt` to `{"cert_reqs": ssl.CERT_NONE}`. The same `sslopt` argument is provided for all examples seen below.

WebSocketApp example

```
ws = websocket.WebSocketApp("wss://echo.websocket.org")
ws.run_forever(sslopt={"cert_reqs": ssl.CERT_NONE})
```

create_connection example

```
ws = websocket.create_connection("wss://echo.websocket.org",
    sslopt={"cert_reqs": ssl.CERT_NONE})
```

WebSocket example

```
ws = websocket.WebSocket(sslopt={"cert_reqs": ssl.CERT_NONE})
ws.connect("wss://echo.websocket.org")
```

5.7 How to disable hostname verification?

Please set `sslopt` to `{"check_hostname": False}`. (since v0.18.0)

WebSocketApp example

```
ws = websocket.WebSocketApp("wss://echo.websocket.org")
ws.run_forever(sslopt={"check_hostname": False})
```

create_connection example

```
ws = websocket.create_connection("wss://echo.websocket.org",
    sslopt={"check_hostname": False})
```

WebSocket example

```
ws = websocket.WebSocket(sslopt={"check_hostname": False})
ws.connect("wss://echo.websocket.org")
```

5.8 How to enable SNI?

SNI support is available for Python 2.7.9+ and 3.2+. It will be enabled automatically whenever possible.

5.9 Why don't I receive all the server's message(s)?

Depending on how long your connection exists, it can help to ping the server to keep the connection alive. See [issue #200](#) for possible solutions.

5.10 Using Subprotocols

The WebSocket RFC [outlines the usage of subprotocols](#). The subprotocol can be specified as in the example below:

```
>>> ws = websocket.create_connection("ws://example.com/websocket",
    subprotocols=["binary", "base64"])
```


CONTRIBUTING

Contributions are welcome! See this project's [contributing guidelines](#)

ABOUT

The websocket-client project was started in 2011, but experienced a slowdown in development in 2019-2020. The original creator of this project was [liris](#) and the current maintainer (as of 2021) is [engn33r](#). The project is in the process of being rejuvenated, so any edits or suggestions are appreciated. No typo is too small for a pull request! See the [Contributing](#) page for more info.

WEBSOCKET/_ABNF.PY

The _abnf.py file

WEBSOCKET/_APP.PY

The _app.py file

WEBSOCKET/_CORE.PY

The _core.py file

WEBSOCKET/_EXCEPTIONS.PY

The _exceptions.py file

WEBSOCKET/_LOGGING.PY

The _logging.py file

WEBSOCKET/_SOCKET.PY

The _socket.py file

WEBSOCKET/_URL.PY

The _url.py file

INDICES AND TABLES

- `genindex`
- `modindex`