

Forum:[Hack Forums](#)

Thread: [Create a websocket connection](#)

SIM-2362662 - December 26, 2019, 9:31 am

I've been struggling with this for the last week. Anyone has some advices on how to do it?

Basically I have a website that connects with the browser using a websocket connection and start exchanging data. I want to reproduce that in my vb.net program.

How can I do that? From my research I know I need to initiate a GET request at first and upgrade it to websocket.

Should I use the Chilkat library? (thats what I've found on google, but I was not able to use it)
Or maybe I should use the System.net.websocket namespace? (again I tried and I cant understand how to use it)

I appreciate any help. Thanks! ?

Charger - December 26, 2019, 9:34 am

This would be a lot easier outside of Vb.net. Do you HAVE to do it in .net?

https://www.example-code.com/vbnet/websocket_send_receive_frames.asp

I'd start with that

SIM-2362662 - December 26, 2019, 9:38 am

(Dec 26, 2019 10:34 AM)Charger Wrote: [\[CITE\]](#) This would be a lot easier outside of Vb.net. Do you HAVE to do it in .net?

https://www.example-code.com/vbnet/websocket_send_receive_frames.asp

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Yeah, I prefer to do it in Vb.net. What would be easier to use for this? Python?

Also, I know about that. It's the Chilkat library I was talking about. But I'm having some problems with it. I was hoping for a code example or someone to answer some questions

HFDone - December 26, 2019, 10:34 am

<https://docs.microsoft.com/en-us/dotnet/framework/network-programming/how-to-request-data-using-the-webrequest-class>

SIM-2362662 - December 26, 2019, 10:57 am

(Dec 26, 2019 11:34 AM)HFDone Wrote: [\[CITE\]](#)

<https://docs.microsoft.com/en-us/dotnet/framework/network-programming/how-to-request-data-using-the-webrequest-class>

Nothing useful here. I'm trying to make a websocket connection, not just create a webrequest.

brhack - December 27, 2019, 1:34 pm

```
Imports System.Net.Sockets
Imports System.Text
Module Module1
```

```

Sub Main()
    Dim serverSocket As New TcpListener(8888)
    Dim requestCount As Integer
    Dim clientSocket As TcpClient
    serverSocket.Start()
    msg("Server Started")
    clientSocket = serverSocket.AcceptTcpClient()
    msg("Accept connection from client")
    requestCount = 0

    While (True)
        Try
            requestCount = requestCount + 1
            Dim networkStream As NetworkStream =
                clientSocket.GetStream()
            Dim bytesFrom(10024) As Byte
networkStream.Read(bytesFrom, 0, CInt(clientSocket.ReceiveBufferSize))
            Dim dataFromClient As String =
                System.Text.Encoding.ASCII.GetString(bytesFrom)
            dataFromClient =
dataFromClient.Substring(0, dataFromClient.IndexOf("$"))
            msg("Data from client - " + dataFromClient)
            Dim serverResponse As String =
                "Server response " + Convert.ToString(requestCount)
            Dim sendBytes As [Byte]() =
                Encoding.ASCII.GetBytes(serverResponse)
            networkStream.Write(sendBytes, 0, sendBytes.Length)
            networkStream.Flush()
            msg(serverResponse)
        Catch ex As Exception
            MsgBox(ex.ToString)
        End Try
    End While

    clientSocket.Close()
    serverSocket.Stop()
    msg("exit")
    Console.ReadLine()
End Sub

Sub msg(ByVal mesg As String)
    mesg.Trim()
    Console.WriteLine(" >> " + mesg)
End Sub
End Module
Imports System.Net.Sockets
Imports System.Text
Public Class Form1
    Dim clientSocket As New System.Net.Sockets.TcpClient()
    Dim serverStream As NetworkStream

    Private Sub Button1_Click(ByVal sender As System.Object,

```

```

ByVal e As System.EventArgs) Handles Button1.Click
Dim serverStream As NetworkStream = clientSocket.GetStream()
Dim outputStream As Byte() =
System.Text.Encoding.ASCII.GetBytes("Message from Client$")
serverStream.Write(outputStream, 0, outputStream.Length)
serverStream.Flush()

Dim inputStream(10024) As Byte
serverStream.Read(inputStream, 0, CInt(clientSocket.ReceiveBufferSize))
Dim returndata As String =
System.Text.Encoding.ASCII.GetString(inputStream)
msg("Data from Server : " + returndata)
End Sub

Private Sub Form1_Load(ByVal sender As System.Object, _
    ByVal e As System.EventArgs) Handles MyBase.Load
    msg("Client Started")
    clientSocket.Connect("127.0.0.1", 8888)
    Label1.Text = "Client Socket Program - Server Connected ..."
End Sub

Sub msg(ByVal mesg As String)
    TextBox1.Text = TextBox1.Text + Environment.NewLine + ">> " + mesg
End Sub
End Class

```

SIM-2362662 - December 27, 2019, 4:23 pm

(Dec 27, 2019 02:34 PM)brhack Wrote: [\[CITE\]](#) Imports System.Net.Sockets

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        MsgBox(ex.ToString)
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```

```

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```

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Sub msg(ByVal mesg As String)
    TextBox1.Text = TextBox1.Text + Environment.NewLine + " >> " + mesg

```

End Sub

End Class

I'm not looking for a way to connect two applications through TCP... I need a way to connect through a websocket with a website.

I did it in python. Idk how to do it in VB.net

HFDone - December 28, 2019, 2:04 pm

using System.Net.Sockets;

PHP Code

<?php

```
Socket socket = new Socket(AddressFamily.InterNetwork, SocketType.Stream, ProtocolType.Tcp);
socket.Connect(new System.Net.IPEndPoint(System.Net.Dns.GetHostAddresses("google.com")[0],
80));
```

```
byte[] buffer = System.Text.Encoding.UTF8.GetBytes("GET / HTTP/1.1\r\n\r\n");
```

```
socket.Send(buffer);
```

```
buffer = new byte[1024];
```

```
int count = socket.Receive(buffer);
```

```
Console.WriteLine("\nData:\n\n{0}", System.Text.Encoding.UTF8.GetString(buffer));
```

```
string data = System.Text.Encoding.UTF8.GetString(buffer);
```

```
Console.WriteLine("Header: {0}", data.Substring(0, data.IndexOf("\r\n\r\n")));
```

```
Console.WriteLine("Footer: {0}", data.Substring(data.IndexOf("\r\n\r\n")));
```

```
socket.Close();
```

more info

<https://searchitchannel.techtarget.com/feature/Winsock-NET-and-the-Compact-Framework>