

Forum:[Hack Forums](#)

Thread: [\[Websocket\] - Trouble Connecting to XAT Server](#)

Thao390 - August 8, 2024, 2:11 pm

Hi, I have a bot for xat.com, I'm trying to connect my own bot to the xat room, but I'm getting an error when logging in

I don't know exactly what causes this error, I inspected the websocket data packets, every connection, I tried entering the data manually, the same, it was persistent, in the browser it works, but when I try to connect the bot, it doesn't work anymore

this is how the packages in the browser that connect successfully look like.

1, send <y r="151240553" v="999" u="1553425019" />

r= being the id of the chat room, and u= being my userid

2, xat response, received; <y l="32760" i="1132139986" c="1723150783" cb="147" p="3036478585902546,1" k="32760" t="10016" s="51" e="3554524385" / >

then the j2 data is sent

<j2 cb="0" Y="2" l5="2168943215" l4="1234" l3="1133" l2="0" y="1132139986" k="0927bbb93566b5319800" k3="0" z=" m1.66,3" p="0" c="151240553" f="0" u="1553425019" n="SmoochKins###" a="846" h="" v="0" />

and the connection is successful, but if I then try to connect the bot using a client, I get this error

y l="32767" i="559547393" c="1723150502" cb="147" p="418807115547649,1" k="32767" t="10029" s="50" e="654884448" />

<m t="Failed to connect. Try signing in again." u="0" s="0" />

<logout e="E25" />

Does anyone have any idea what it could be? why is not it working? should a secret key be used? why the same packets , the same way of sending, but in the js client it does not work, and in the real browser the connection is made successfully

here is the bot code :

```
Code const WebSocket = require('ws');
const config = {
  nickname: 'Testing',
  room: "220517206"
};

const users = [];
```

```

function getStr(index1, index2, index3) {
    return index1.split(index2)[1].split(index3)[0].trim();
}

const ws = new WebSocket('wss:// wss . xatbox . com/v2', {
    host: 'wss.xatbox.com',
    origin: 'https :// xat . com',
    perMessageDeflate: true,
    protocolVersion: 13,
});

ws.on('open', function() {
    /* Connect */
    ws.send(`<y r="${config.room}" v="0" u="1553425019" />`);
});

ws.on('message', function incoming(data) {
    var message = data.toString();
    console.log(message);
    var arg1 = message.split('<')[1].split(' ')[0];
    switch (arg1) {
        case 'y':
            let token = getStr(message, `i="`, `");
            ws.send(
                `<j2 cb="0" Y="2" l5="per" l4="901" l3="800" l2="0" y="${token}" k="0927bbb93566b5319800"
k3="0" z="m1.20.0,3" p="0" c="${config.room}" f="0" u="1553425019" n="${config.nickname}"
a="1458" h="" v="0" />`
            );
            break;
        case 'u':
            var id = getStr(message, `u="`, `");
            let nome = getStr(message, `n="`, `");
            users[id] = nome;
            break;
        case 'l':
            var id = getStr(message, `u="`, `");
            break;
        case 'm':
            // Receber mensagem
            var mensagem = getStr(message, `t="`, `");
            if (mensagem.substr(0, 1) == config.prefix) {
                var divi = mensagem.split(' ');
                var arg1 = divi.splice(0, 1)[0];
                var arg2 = divi.join(' ');
                switch (arg1) {
                    default:
                        break;
                }
            }
            break;
    }
});

```

Thao390 - August 11, 2024, 8:16 am

Well nobody?

or other ideas with can inspect the websocket connections without doing it manually from the browser

Thao390 - August 20, 2024, 12:44 am

Nobody?? any ideas if someone know

Binance - August 20, 2024, 10:15 am

xat is so 2011. so no wonder the interest in this is very low

Thao390 - September 27, 2024, 5:50 pm

still looking for a solution. Already found a way for registered but unregistered still not working