### Suricata - Feature #2695

**websocket support**

11/21/2018 11:16 AM - Victor Julien

<table>
<thead>
<tr>
<th>Status:</th>
<th>Assigned</th>
</tr>
</thead>
<tbody>
<tr>
<td>Priority:</td>
<td>Normal</td>
</tr>
<tr>
<td>Assignee:</td>
<td>Jason Ish</td>
</tr>
<tr>
<td>Category:</td>
<td></td>
</tr>
<tr>
<td>Target version:</td>
<td>TBD</td>
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</table>

**Label:** Protocol

#### Description

At Suricon2018 support for WebSockets was requested.

Jason Ish, Danny Browning and Matt offered to work on this.

Rust would be preferred.

#### Related issues:

- Related to Task #2685: SuricCon 2018 brainstorm  
  Status: New
- Related to Feature #3285: rules: XOR keyword  
  Status: Closed

#### History

**#1 - 11/21/2018 11:16 AM - Victor Julien**

- Related to Task #2685: SuricCon 2018 brainstorm added

**#2 - 03/13/2019 07:56 PM - Bryant Smith**

I have a Lua script I've developed to unmask websockets. I can add this to the git repo while a rust parser is being created.

**#3 - 11/01/2019 09:30 AM - Jason Ish**

- Related to Feature #3285: rules: XOR keyword added

**#4 - 01/30/2020 01:45 PM - Victor Julien**

- Label Protocol added