How to Enable WebSocket

https://campus.barracuda.com/doc/49054741/

Overview

WebSocket is a protocol that provides a two-way, bidirectional (full-duplex) communication over a single TCP connection, so that the data can be transferred simultaneously at any time (RFC 6455). While WebSocket runs over TCP, it is different from other TCP-based full-duplex protocols because, it runs over the standard HTTP/SSL port numbers. WebSocket is primarily designed for server-browser communication and to address limitations of HTTP/1.1 – primarily its inability to perform out-of-order request processing and lack of support for server-initiated transactions (server push).

How the Barracuda Web Application Firewall Works when It Sees WebSocket Traffic

A WebSocket connection is established by a handshake mechanism between the client and the server, whereby both agree to upgrade from HTTP to WebSockets. Though the handshake itself happens using the HTTP protocol, subsequent traffic does not conform to HTTP. In fact, the client and server are free to choose any format for data exchange, including binary, compressed or encrypted.

Since the choice of the data format is left unspecified by the standard, the Barracuda Web Application Firewall cannot generically parse data inside WebSockets for security inspection. It therefore acts as a pass-through proxy allowing data in and out without performing any checks on the data.

Enable WebSocket for a Service

Perform the following steps to enable WebSocket:

1. Go to the **ADVANCED > System Configuration** page.
2. In the **Advanced Settings** section, set **Show Advanced Settings** to *Yes* and click **Save**.
3. Go to the **BASIC > Services** page.
4. In the **Services** section, click **Edit** next to the service to which you want to enable WebSocket.
5. In the **Service** window:
    1. Scroll down to the **Advanced Configuration** section.
    2. Set **Enable WebSocket** to *Yes*.
    3. Click **Save**.

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