NAME
>   wscat – Communicate over websocket

SYNOPSIS
>   **wscat** [*options*] *(--listen <port> | --connect <url>)*

OPTIONS
> **−V**, **−−version**
>> output the version number
>
> **−−auth** <username:password>
>> add basic HTTP authentication header (**−−connect** only)
>
> **−−ca** <ca>
>> specify a Certificate Authority (**−−connect** only)
>
> **−−cert** <cert>
>> specify a Client SSL Certificate (**−−connect** only)
>
> **−−host** <host>
>> optional host
>
> **−−key** <key>
>> specify a Client SSL Certificate's key (**−−connect** only)
>
> **−−max−redirects** [num]
>> maximum number of redirects allowed (**−−connect** only) (default: 10)
>
> **−−no−color**
>> run without color
>
> **−−passphrase** [passphrase]
>> specify a Client SSL Certificate Key's passphrase (**−−connect** only). If you don't provide a value, it will be prompted for
>
> **−−proxy** <[protocol://]host[:port]>
>> connect via a proxy. Proxy must support CONNECT method
>
> **−−slash**
>> enable slash commands for control frames (*/ping*, */pong*, */close* [code [, reason]])
>
> **−c**, **−−connect** <url>
>> connect to a WebSocket server
>
> **−H**, **−−header** <header:value>
>> set an HTTP header. Repeat to set multiple (**−−connect** only) (default: [])
>
> **−L**, **−−location**
>> follow redirects (**−−connect** only)
>
> **−l**, **−−listen** <port>
>> listen on port
>
> **−n**, **−−no−check**
>> do not check for unauthorized certificates
>
> **−o**, **−−origin** <origin>
>> optional origin
>
> **−p**, **−−protocol** <version>
>> optional protocol version
>
> **−P**, **−−show−ping−pong**
>> print a notification when a ping or pong is received

−s, **−−subprotocol** <protocol>
 optional subprotocol (default: [])

−w, **−−wait** <seconds>
 wait given seconds after executing command

−x, **−−execute** <command>
 execute command after connecting

−h, **−−help**
 display help for command