
Subject: [SOLVED] Re: WebSockets client in javascript connected to an U++ server sending binary messages

Posted by [koldo](#) on Thu, 25 Oct 2018 07:14:07 GMT

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This works!

From U++ server:

```
double data[] = {1, 2, 3, 4};  
ws.SendBinary(String((char *)data, sizeof(data)));
```

From Javascript client:

```
ws = new WebSocket("ws://localhost:80");  
ws.onmessage = function (evt) {  
  if (evt.data instanceof ArrayBuffer)  
    // Nothing here  
  else if (evt.data instanceof Blob) {  
    var reader = new FileReader();  
    reader.onload = function (e) { // Async read  
      if (e.target.result instanceof ArrayBuffer) {  
        var data = new Float64Array(e.target.result);  
        var len = data.length; // Read 4  
        var num1 = data[0]; // Read 1  
        var num2 = data[1]; // Read 2  
        var num3 = data[2]; // Read 3  
        var num4 = data[3]; // Read 4  
      } else  
        // Nothing here  
    };  
    reader.readAsArrayBuffer(evt.data);  
  } else if (typeof evt.data === "string") {  
    // Read text data
```