Subject: WebSockets client in javascript connected to an U++ server sending binary messages
Posted by koldo on Thu, 25 Oct 2018 06:40:55 GMT
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I want to send binary messages from a WebSockets server in U++ to a Javascript client.
When handling onmessage(), it seems U++ sends a Blob type. However I cannot get the data of that Blob.
Could you submit an example of getting binary data in Javascript sent from an U++ WebSockets server?
Thank you!