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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
```

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