

---

Subject: Way to decode websocket frames?

Posted by [Wermann33](#) on Thu, 20 Oct 2022 11:17:15 GMT

[View Forum Message](#) <> [Reply to Message](#)

---

Hi!

Is there a way implemented in U++ Websocket to decode the frames received as Websocket client I oversee?

The String Text get by WebSocket::Receive() is encoded (for example "/233/234...") :(

Thanks

---