
Subject: Re: Way to decode websocket frames?
Posted by [omari](#) on Sat, 22 Oct 2022 06:43:16 GMT
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Hi,

Zlib is included in U++.

```
String ZDecompressWS(String s){  
  
    StringStream out;  
    MemReadStream in(~s, s.GetCount());  
    ZDecompress(out, in, in.GetLeft(), [(int64, int64){ return true;}, false);  
  
    return out.GetResult();  
  
}
```

regard,
Abdelghani OMARI.
