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!

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
```