Subject: Way to decode websocket frames?
Posted by Wermann33 on Thu, 20 Oct 2022 11:17:15 GMT
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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

Subject: Re: Way to decode websocket frames?
Posted by omari on Thu, 20 Oct 2022 17:11:11 GMT
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Hi,

by default, in the Upp implementation, we accept frame compression when the server can do it. the frame then is zip compressed, but without header.

as a quik solution, you can disable compression :

in the file: upp\uppsrc\Core\WebSocket.cpp, comment out (or remove) the line (27)

// "Sec-WebSocket-Extensions: permessage-deflate\r\n"

regards,
Abdelghani OMARI.

Subject: Re: Way to decode websocket frames?
Posted by Wermann33 on Fri, 21 Oct 2022 05:25:56 GMT
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Thank you very much for your reply Abdelghani!!

That helped me a lot!

Only out of interest: do you know how to decompress the message, if permessage-deflate isnt out-commented?
With extra libraries?

Best regards and thank you again!
Joe

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.

Subject: Re: Way to decode websocket frames?
Posted by Wermann33 on Mon, 24 Oct 2022 06:48:44 GMT
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thank you