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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

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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.

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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

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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.

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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

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