

Package: websocket (via r-universe)

June 28, 2024

Version 1.4.1.9000

Title 'WebSocket' Client Library

Description Provides a 'WebSocket' client interface for R. 'WebSocket' is a protocol for low-overhead real-time communication:
<<https://en.wikipedia.org/wiki/WebSocket>>.

License GPL-2

Encoding UTF-8

ByteCompile true

Imports R6, later (>= 1.2.0)

LinkingTo cpp11, AsioHeaders, later

BugReports <https://github.com/rstudio/websocket/issues>

SystemRequirements C++11, GNU make, OpenSSL >= 1.0.2

RoxygenNote 7.1.2

Suggests httpuv, testthat, knitr, rmarkdown

VignetteBuilder knitr

Repository <https://rstudio.r-universe.dev>

RemoteUrl <https://github.com/rstudio/websocket>

RemoteRef HEAD

RemoteSha 2161ee7de8f8782fae4d717c59e1292f5f5d9cf2

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 WebSocket

 Create a WebSocket client

Description

```
WebSocket$new(url,
  protocols = character(0),
  headers = NULL,
  autoConnect = TRUE,
  accessLogChannels = c("none"),
  errorLogChannels = NULL,
  maxMessageSize = 32 * 1024 * 1024)
```

Arguments

- | | |
|-------------------|---|
| url | The WebSocket URL. Should begin with <code>ws://</code> or <code>wss://</code> . |
| protocols | Zero or more WebSocket sub-protocol names to offer to the server during the opening handshake. |
| headers | A named list or character vector representing keys and values of headers in the initial HTTP request. |
| autoConnect | If set to <code>'FALSE'</code> , then constructing the WebSocket object will not automatically cause the connection to be established. This can be used if control will return to R before event handlers can be set on the WebSocket object (i.e. you are constructing a WebSocket object manually at an interactive R console); after you are done attaching event handlers, you must call <code>'ws\$connect()'</code> to establish the WebSocket connection. |
| accessLogChannels | <p>A character vector of access log channels that are enabled. Defaults to <code>"none"</code>, which displays no normal, <code>websocketpp</code> logging activity. Setting <code>accessLogChannels = NULL</code> will use default <code>websocketpp</code> behavior. Multiple access logging levels may be passed in for them to be enabled.</p> <p>A few commonly used access logging values are:</p> <ul style="list-style-type: none"> <code>"all"</code> Special aggregate value representing "all levels" <code>"none"</code> Special aggregate value representing "no levels" <code>"error"</code> Recoverable error. Recovery may mean cleanly closing the connection with an appropriate error code to the remote endpoint. <code>"fatal"</code> Unrecoverable error. This error will trigger immediate unclean termination of the connection or endpoint. <p>All logging levels are explained in more detail at https://docs.websocketpp.org/reference_8logging.html.</p> |
| errorLogChannels | <p>A character vector of error log channels that are displayed. The default value is <code>NULL</code>, which will use default <code>websocketpp</code> behavior. Multiple error logging levels may be passed in for them to be enabled.</p> <p>A few commonly used error logging values are:</p> |

"all" Special aggregate value representing "all levels"
 "none" Special aggregate value representing "no levels"
 "connect" One line for each new connection that is opened
 "disconnect" One line for each new connection that is closed

All logging levels are explained in more detail at https://docs.websocketpp.org/reference_8logging.html.

`maxMessageSize` The maximum size of a message in bytes. If a message larger than this is sent, the connection will fail with the `message_too_big` protocol error.

Details

A `WebSocket` object has four events you can listen for, by calling the corresponding `'onXXX'` method and passing it a callback function. All callback functions must take a single `'event'` argument. The `'event'` argument is a named list that always contains a `'target'` element that is the `WebSocket` object that originated the event, plus any other relevant data as detailed below.

`onMessage` Called each time a message is received from the server. The event will have a `'data'` element, which is the message content. If the message is text, the `'data'` will be a one-element character vector; if the message is binary, it will be a raw vector.

`onOpen` Called when the connection is established.

`onClose` Called when a previously-opened connection is closed. The event will have `'code'` (integer) and `'reason'` (one-element character) elements that describe the remote's reason for closing.

`onError` Called when the connection fails to be established. The event will have an `'message'` element, a character vector of length 1 describing the reason for the error.

Each `'onXXX'` method can be called multiple times to register multiple callbacks. Each time an `'onXXX'` is called, its (invisible) return value is a function that can be invoked to cancel that particular registration.

A `WebSocket` object also has the following methods:

`connect()` Initiates the connection to the server. (This does not need to be called unless you have passed `'autoConnect=FALSE'` to the constructor.)

`send(msg)` Sends a message to the server.

`close()` Closes the connection.

`readyState()` Returns an integer representing the state of the connection.

0L: Connecting The `WebSocket` has not yet established a connection with the server.

1L: Open The `WebSocket` has connected and can send and receive messages.

2L: Closing The `WebSocket` is in the process of closing.

3L: Closed The `WebSocket` has closed, or failed to open.

`setAccessLogChannels(channels)` Enable the websocket Access channels after the websocket's creation. A value of `NULL` will not enable any new Access channels.

`setErrorLogChannels(channels)` Enable the websocket Error channels after the websocket's creation. A value of `NULL` will not enable any new Error channels.

clearAccessLogChannels(channels) Disable the websocket Access channels after the websocket's creation. A value of NULL will not clear any existing Access channels.

clearErrorLogChannels(channels) Disable the websocket Error channels after the websocket's creation. A value of NULL will not clear any existing Error channels.

Examples

```
## Only run this example in interactive R sessions
if (interactive()) {

  # Create a websocket using the websocket.org test server
  ws <- WebSocket$new("ws://echo.websocket.org/")
  ws$onMessage(function(event) {
    cat("Client got msg:", event$data, "\n")
  })
  ws$onClose(function(event) {
    cat("Client disconnected\n")
  })
  ws$onOpen(function(event) {
    cat("Client connected\n")
  })

  # Try sending a message with ws$send("hello").
  # Close the websocket with ws$close() after you're done with it.
}
```

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