

WebServer control

Methods

Method	Description
WebServer.AddServlet(path,callback)	
Webserver.GetWebSockClients()	
WebServer.SendText(txt, ip)	
WebServer.SetFolder(folder)	
WebServer.SetOnReceive(callback)	
WebServer.SetResponse(text)	
WebServer.Start()	
WebServer.AddRedirect(url, target)	Wildcards (*) can be used for url

Options

The only option available for the webserver now is the '**Reflect**' option which tells the server to reflect all web socket messages back to all clients.

Example

(Example taken from the DroidScript sample section)

```
//Called when application is started.
function onStart()
{
    //Check wifi is enabled.
    var ip = app.GetIPAddress();
    if( ip == "0.0.0.0" ) {
        app.ShowPopup( "Please Enable Wi-Fi" );
        app.Exit();
    }
    //Create a layout with objects vertically centered.
    lay = app.CreateLayout( "linear", "VCenter,FillXY" );

    //Create a text label and add it to layout.
    var s = "Type the following address into your" +
        " browser\n\n" + ip + ":8080";
    txt = app.CreateText( s, 0.8, 0.5, "MultiLine" );
    txt.SetTextSize( 22 );
    lay.AddChild( txt );

    //Add layout to app.
    app.AddLayout( lay );
}
```

```
//Create and run web server.
serv = app.CreateWebServer( 8080, "Upload,ListDir" );
serv.SetFolder( "/sdcard/DroidScript" );
serv.AddServlet( "/message", OnServlet );
serv.Start();
}

//Handle servlet requests.
function OnServlet( request, info )
{
    serv.SetResponse( "Got it!" );
    app.ShowPopup( info.remoteAddress + " says: " + request.msg );
}
```

WebSocket Sample

running on DroidScript V 1.23b and higher

(Sample posted by Dave Smart in the DroidScript Beta Forum)

Create the following two files in one folder and call your folder "Web Sockets"

[index.html](#)

```
<html>
<head>
<title>WebSocket Demo</title>

<script>

var count = 0;

//Connect to server via web sockets.
function Connect()
{
    //Check web sockets are supported.
    if (!window.WebSocket)
    {
        alert("WebSocket not supported by this browser");
        return;
    }

    //Open web socket to phone.
    ws = new WebSocket( "ws://" + window.location.host );
    ws.onopen = ws_onopen;
    ws.onmessage = ws_onmessage;
    ws.onclose = ws_onclose;
    ws.onerror = ws_onerror;
```

```
}

//Send a message to the server.
function Send()
{
    ws.send( "Hello " + count++ );
}

//Handle socket open.
function ws_onopen()
{
    id_info.innerHTML = "Socket Open";
}

//Handle messages from phone.
function ws_onmessage( msg )
{
    id_info.innerHTML = msg.data;
}

//Other websocket callbacks.
function ws_onclose() { id_info.innerHTML = "Socket Closed"; }
function ws_onerror(e) { id_info.innerHTML = "Socket Error: " + e.data; }
</script>
</head>

<body>
  <h2>DroidScript WebSocket Demo</h2>

  <div id="id_info">Ready</div>
  <br><br>
  <button onclick="Connect()">Connect</button>
  <button onclick="Send()">Send Message</button>

</body>
</html>
```

Web Sockets.js

```
//Init variables.
var count = 0;

//Called when application is started.
function OnStart()
{
    //Check wifi is enabled.
    ip = app.GetIPAddress();
    if( ip == "0.0.0.0" ) {
        app.ShowPopup( "Please Enable Wi-Fi" );
    }
}
```

```
    app.Exit();
}

//Prevent wifi from powering down.
app.PreventWifiSleep();

//Create a layout with objects vertically centered.
lay = app.CreateLayout( "linear", "VCenter,FillXY" );

//Create a text label and add it to layout.
var s = "Type the following address into your" +
        " browser(s)\n\n" + ip + ":8080";
txt = app.CreateText( s, 0.8, 0.3, "AutoScale,MultiLine" );
txt.SetTextSize( 22 );
lay.AddChild( txt );

//Create a text label and add it to layout.
txtMsg = app.CreateText( "", 0.8, 0.3, "AutoScale,MultiLine" );
txtMsg.SetTextSize( 22 );
lay.AddChild( txtMsg );

//Create a 'Send Message' button.
btn = app.CreateButton( "Send Message", 0.4, 0.1 );
btn.SetMargins( 0, 0.05, 0, 0 );
btn.SetOnTouch( SendMessage );
lay.AddChild( btn );

//Add layout to app.
app.AddLayout( lay );

//Create and run web server on port 8080.
serv = app.CreateWebServer( 8080 );
serv.SetFolder( "/sdcard/DroidScript/Web Sockets" );
serv.SetOnReceive( serv_OnReceive );
serv.Start();

//Start timer to show WebSock connections.
setInterval( ShowConnections, 3000 );
}

//Show who is connected.
function ShowConnections()
{
    var clients = serv.GetWebSockClients();

    if( clients.length > 0 )
    {
        //Make a list of clients.
        var list = "";
        for( var i=0; i<clients.length; i++ )
            list += clients[i].remoteAddress + "\n";
    }
}
```

```
        //Show client list.
        txt.SetText( list );
    }
}

//Send a message to all connected socket clients.
function SendMessage()
{
    //Note: You can send to a specific client by passing
    //the IP address as the second parameter.
    serv.SendText( "Hello " + count++ )
}

//Called when messages arrive from websocket clients.
function serv_OnReceive( msg, ip )
{
    txtMsg.SetText( ip + ": " + msg );
}
```

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