ws_session
- ws_ : websocket::stream< beast :: ssl_stream < beast :: tcp_stream > >
- buffer_in : beast::flat_buffer
- outQueueMaxSize : const size_t
- actualPageID : uint64_t
- authenticated_m : bool
- outQueue : std::queue< std :: shared_ptr < ws_message > >
- dnSubscriptions : std::set< std :: string >
- pnSubscriptions : std::set< std :: string >
- websocketServer_m : WebsocketServer*
+ ws_session(: tcp::socket) «constructor»
+ ~ ws_session() «destructor»
+ run()
+ on_handshake(ec : beast::error_code)
+ on_accept(ec : beast::error_code)
+ after_read(ec : beast::error_code, bytes_transferred : size_t)
+ on_write(ec : beast::error_code, bytes_transferred : size_t)
+ on_send(msg : std::shared_ptr< ws_message >, filterEn : bool)
+ send(msg : std::shared_ptr< ws_message >&)
+ sendFiltered(msg : std::shared_ptr< ws_message >&)
+ checkDataNodeSubscription(sqlId : const std::string&) : bool
+ checkParamNodeSubscription(sqlId : const std::string&) : bool
+ setAuthenticated()
+ setSubscriptions(dnSubscriptions : const std::set< std :: string >&, pnSubscriptions : const std::set< std :: string >&)
+ setPage(newPageID : const uint64_t&)
- asyncReading()
- dispatch(msg : const ws_message&, ws_session_ : std::shared_ptr< ws_session >)