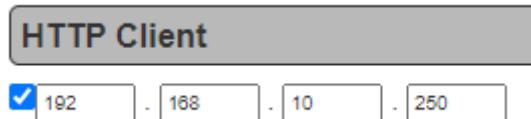


Generic HTTP Client

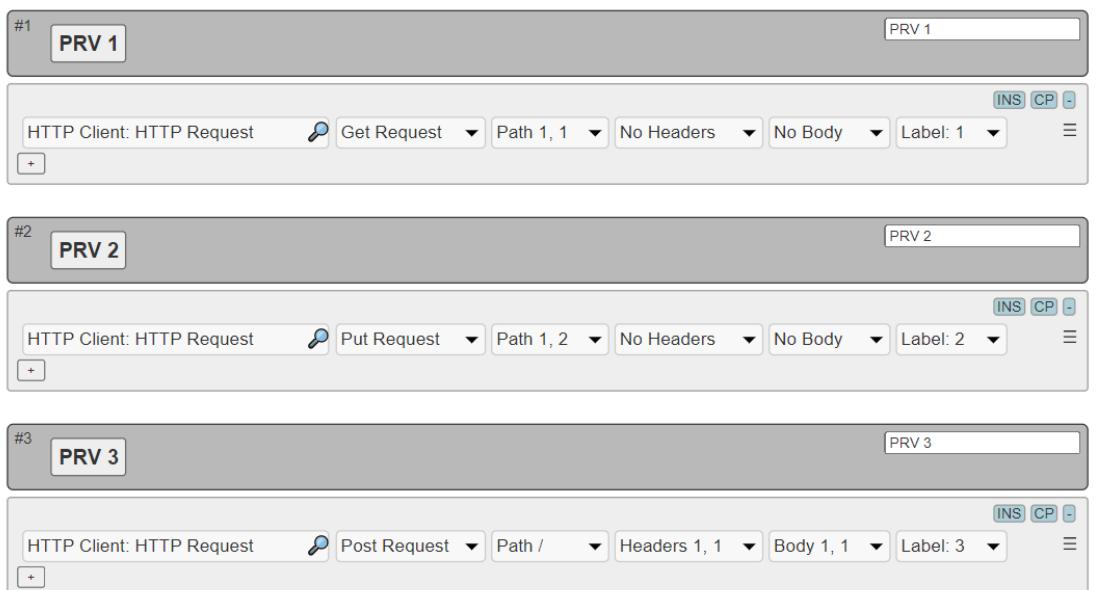
This device core allows the panel to send generic HTTP messages as a client to a given IP address and port.

The receiver IP is set via the standard device core configuration. Currently, we only support sending requests to an IP address - and not to hostnames.

For example:

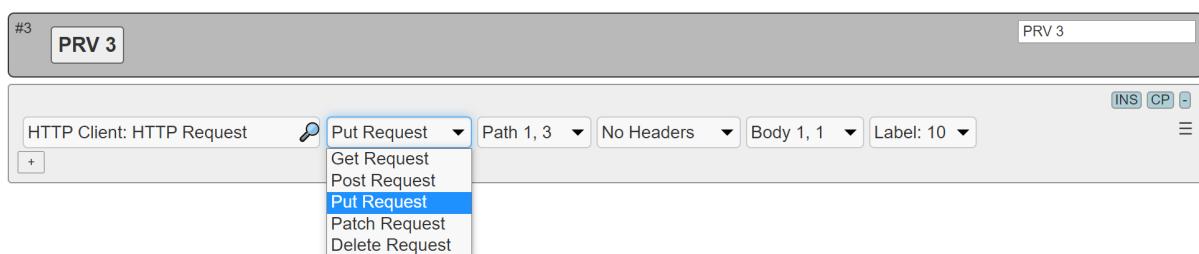


The device core only has one action: “HTTP Request”. Below are three examples of configuration:



In the action, you have five parameters that can be changed from left to right:

“Request Type”: Selects between the different types of HTTP request that is supported in this core:



“Path”: Choose the Path for where the request should be sent (default is “/”)

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“Header”: Choose what Header should be sent with the request (default is none).

“Body”: Choose what Body should be sent with the request (default is none).

The **“Label” selector** (last parameter) will select a custom label for the button if it has a display (see for example how this works for System: Memory or similar actions.)

Setting up your Path, Header and Body variables:

For all three types, you will find a UI element within device options where you have an X:Y grid for each variable type. fill out these in the same manner as you would do with the gid for labels.

For the path variable please start it with “/” as this will be placed directly after the port number and will most likely fail without the slash.

The header and body will be sent out “as is”, so no encoding is done inside the SKAARHOJ controller, therefore please keep this in mind when setting up your requests. if you need to escape a character please use the backslash “\” character. some specific characters might need URI encoding, please do this when you type it into the text fields.

Here is an example of those filled out:

HTTP Client

Network Port: 80

Path:

X 1	
X Y 1 /cgi-bin/aw_ptz?cn	Add X
X Y 2 /cgi-bin/aw_ptz?cn	Add X
Add Y	

Headers:

X 1	
X Y 1 Content-Type: app	Add X
Add Y	

Body:

X 1	
X Y 1 {"login":"my_login"}	Add X
Add Y	

***Note** the yellow background is because the current website isn't super happy with using an “ in a text field. It still works as intended, but will give you a small warning. In order to type a “ please copy and paste it in.

Want to send JSON?

If you want to send JSON or other special formats, please define the content type in the header field.

JSON use: Content-Type: application/json

HTML use: Content-Type: text/html

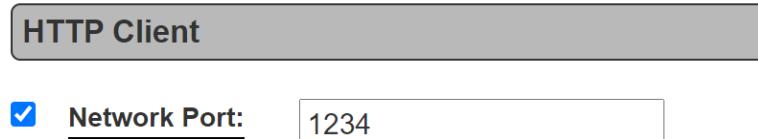
Plain text use: Content-Type: text/plain

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And in the body fill out the content that you want to have sent out. So for JSON, the body would look something like this:

```
{"login":"my_login","password":"my_password"}
```

Change of port: Can be done with device core option 0 (zero): Insert “D0:0=1234” to set the port to 1234 in case the device core is the first one installed (“DC0”). The default port is 80. With the new device core option types, you are able to change this in the main web UI as well.



Action Feedback: When the action is attached to a Screen it will give you the basic info about what type of request and if it's “Available” or “Processing”. In order to give these a name that means more to you, please use the label field to rename the buttons to something more specific for that request



Verify a request went successfully: When you press a button that sends a request out, the SKAARHOJ panel will show a message in the serial port. This can be used to check up on your setup while testing, and as a place to check when debugging. After a message has been send and it was successful it should show something close to this, if not please reboot the device into debug mode by clicking the “debug” button on the right side of the serial monitor:

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