GCS Websockets API for multiUAV 1.8.0

Ademas de la REST API, la GCS posee un punto de acceso final WebSocket para actualizaciones en directo.

Servers

localhost:4000/api/socket WSS PUBLIC

Servidor publico disponible sin autenticacion

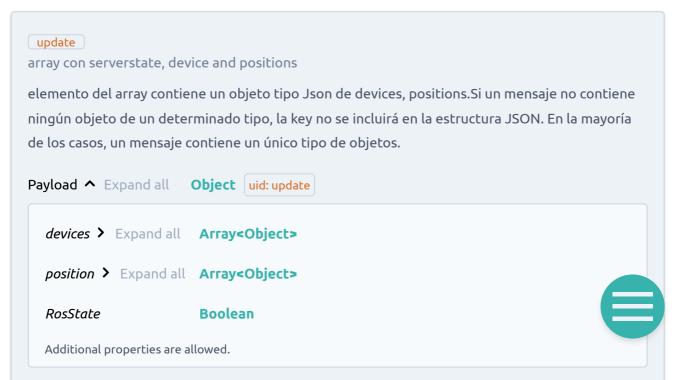
Operations



Messages that you receive from the websocket

Operation ID sendMessage

Accepts the following message:



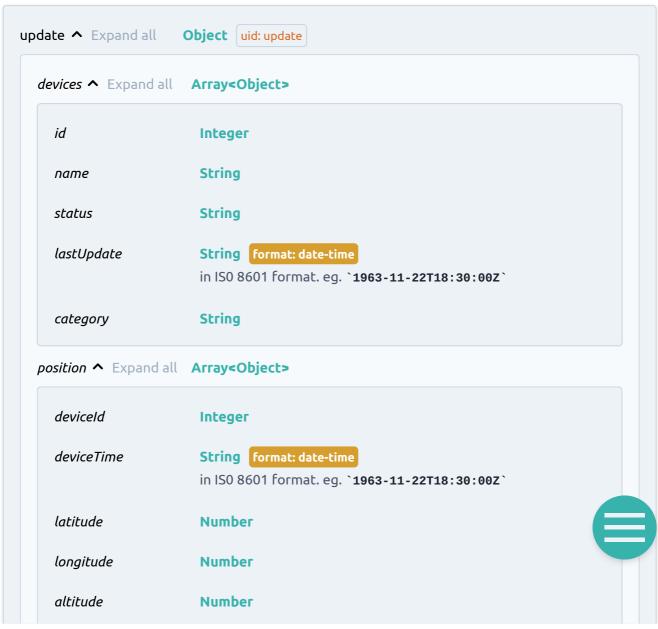
```
Examples
  Payload
    "devices": [
      {
        "id": 0,
        "name": "string",
        "status": "string",
        "lastUpdate": "2019-08-24T14:15:22Z",
        "category": "string"
    ],
    "position": [
        "deviceId": 0,
        "deviceTime": "2019-08-24T14:15:22Z",
        "latitude": 0,
        "longitude": 0,
        "altitude": 0,
        "speed": 0,
        "course": 0,
        "attributes": {
          "protocol": "string",
          "mission_state": "string",
          "wp_reached": 0,
          "uav_state": "string",
          "landed_state": "string",
          "alarm": "string"
        }
      }
    ],
    "RosState": true
This example has been generated automatically.
```

Messages

```
#1 update
array con serverstate, device and positions
```



Schemas



speed
Number
in knots

course
Number
attributes > Expand all Object

RosState
Boolean

Additional properties are allowed.



Additional properties are allowed.

