Implementing WebSocket Servers

The websocket module

The websocket module is used to implement WebSocket network servers. The websocket module supports both encrypted (wss://) and unencrypted (ws://) WebSockets.

Creating WebSockets servers

bind(address, port [, pem-file])

Create a new WebSocket server, bind it to address and the port specified. If the optional parameter pem-file is passed, it must be the path name of a valid PEM-file containing the server secret key and certificate in PEM-format. A secure WebSocket is created and all communication is encrypted using SSL/TLS. If pem-file is omitted, an unencrypted WebSocket is created.

Accepting and closing connections

websock:accept()

Accept a new connection and return a new WebSocket object.

websock:handshake(request)

Perform the WebSocket handshake on a websocket. The handshake only succeeds if the client request matches the request parameter.

websock:close()

Close a WebSocket. This does not perform an SSL/TLS shutdown if websock is a secure WebSocket.

websock:shutdown()

Close a WebSocket, if websock is a secure WebSocket, a proper SSL/TLS shutdown is performed.

Transferring data

websock:send(data)

Send data over the socket.

websock:recv()

Receive data from a socket. Returns the data received or nil if client closed the connection or an error occured.

websock:socket()

Return the underlying socket as an integer, e.g. to perform select() on it.