

# **A web server extension for M/Caché/IRIS and YottaDB**

## **mg\_web**

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# 1 Introduction

**mg\_web** provides a high-performance minimalistic interface between three popular web servers (Microsoft IIS, Apache and Nginx) and M-like DB Servers (YottaDB, InterSystems IRIS and Cache).

HTTP requests passed to the DB Server via **mg\_web** are processed by a simple function of the form:

```
Response = DBServerFunction(CGI, Content, System)
```

Where ***CGI*** represents an array of CGI Environment Variables, ***Content*** represents the request payload and ***System*** is reserved for **mg\_web** use.

A simple ‘Hello World’ function would look something like the following pseudo-code:

```
DBServerFunction(CGI, Content, System)
{
    // Create HTTP response headers
    Response = "HTTP/1.1 200 OK" + crlf
    Response = Response + "Content-type: text/html" + crlf
    Response = Response + crlf
    //
    // Add the HTML content
    Response = Response + "<html>" + crlf
    Response = Response + "<head><title>" + crlf
    Response = Response + "Hello World" + crlf
    Response = Response + "</title></head>" + crlf
    Response = Response + "<h1>Hello World</h1>" + crlf
    return Response
}
```

In production, the above function would, of course, be crafted in the scripting language provided by the DB Server.

## 2 Web Server Components

In this section we discuss the process for building and configuring the **mg\_web** component for all supported web servers.

### 2.1 *mg\_web* for Microsoft IIS

**mg\_web** for IIS is implemented as an *IIS Native Module*.

#### 2.1.1 Building from source

It is assumed that you have Visual C++ installed.

Copy the contents of **/src/** and **/src/iis/** to a directory of your choice. You should now have the following files in that directory.

```
Makefile.win  
mg_web.c  
mg_websocket.c  
mg_web.h  
mg_websys.h  
mg_web_iis.cpp
```

To build **mg\_web** for IIS (**mg\_web\_iis.dll**):

```
nmake -f Makefile.win
```

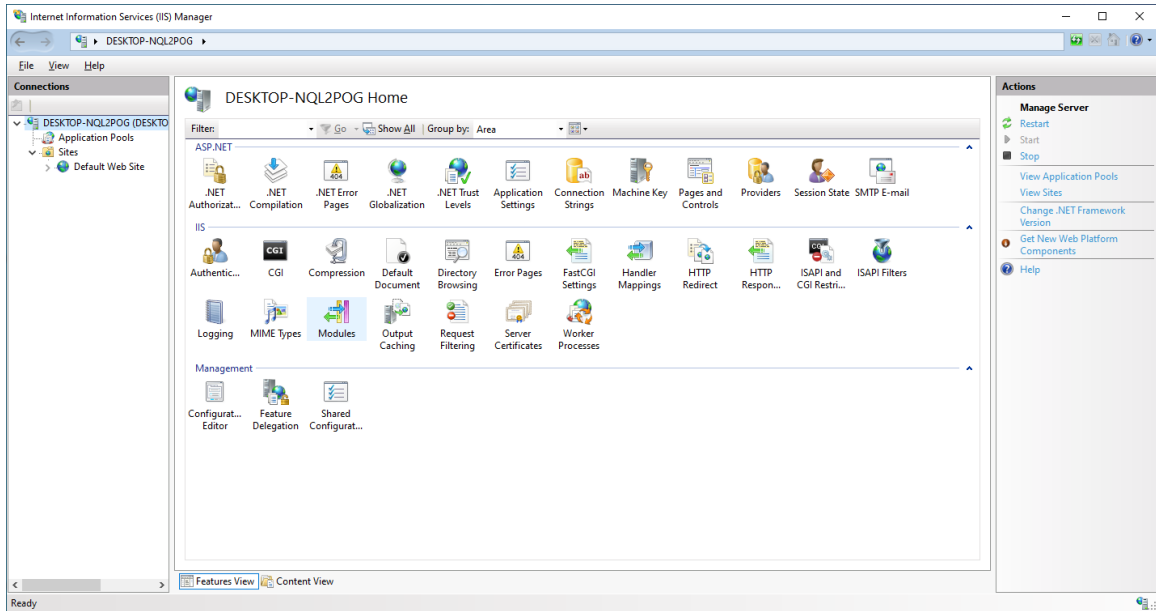
The following command will simply copy the module (**mg\_web\_iis.dll**) to the **c:\inetpub\mgweb\** directory. You will need to create this directory first.

```
nmake -f Makefile.win install
```

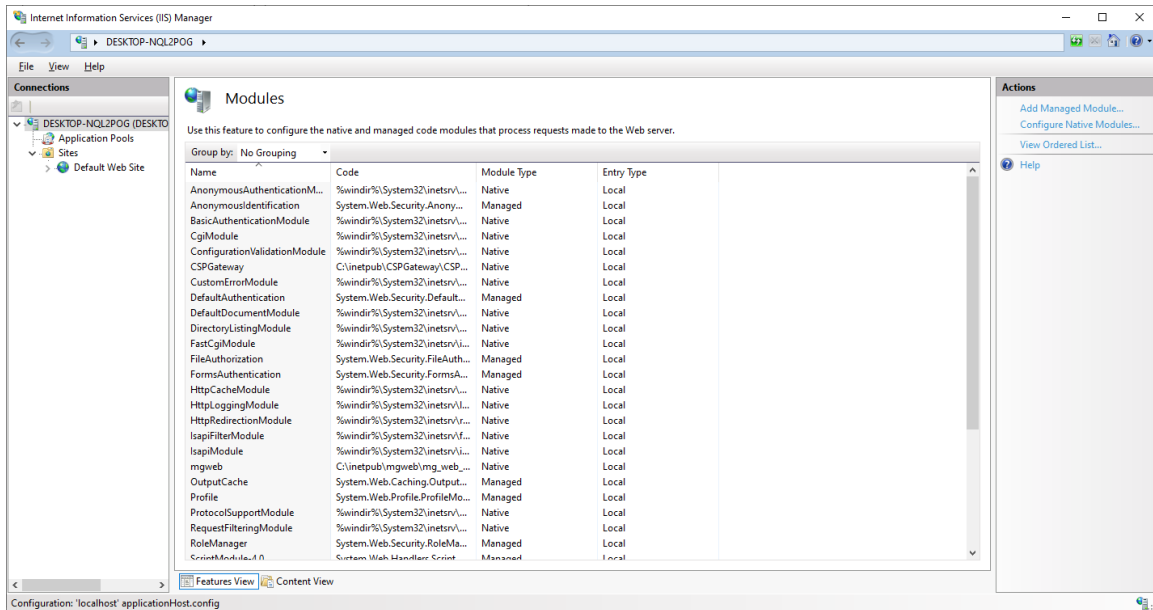
#### 2.1.2 Web Server configuration

The **mg\_web** module must be registered as an IIS '*Native Module*'.

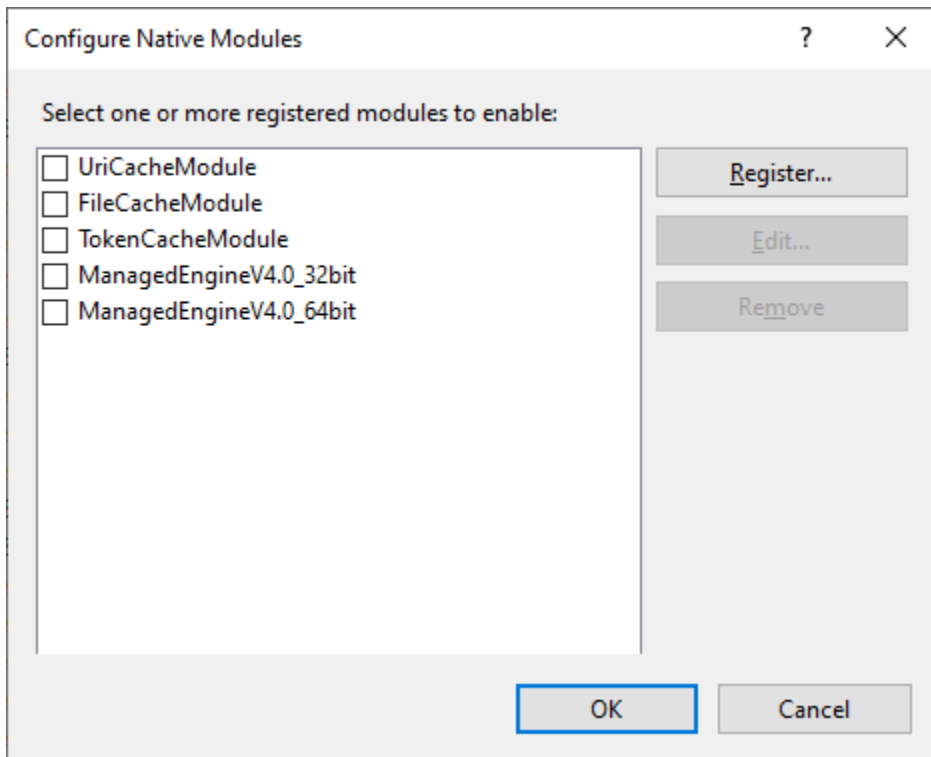
Open the **IIS Control Panel** with focus on the root of the IIS installation in the left-hand panel. Open the **Modules** Control Panel.



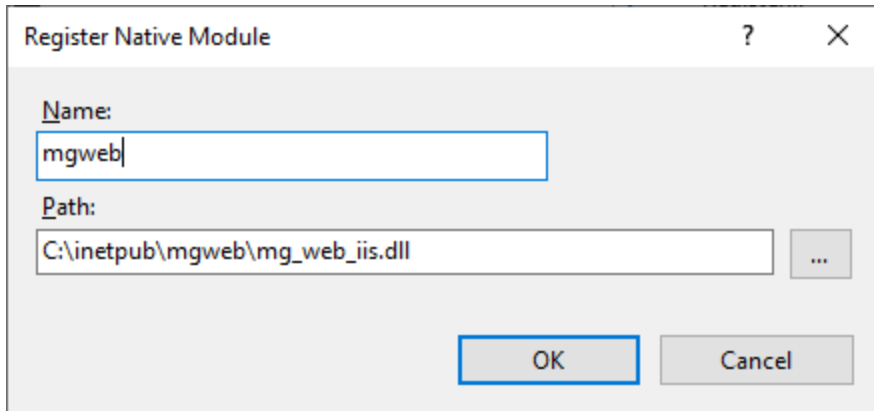
The **Modules** Control Panel. Choose the ‘**Configure Native Modules**’ option in the right-hand panel.



The ‘**Configure Native Modules**’ Control Panel. Note the **Register** button.

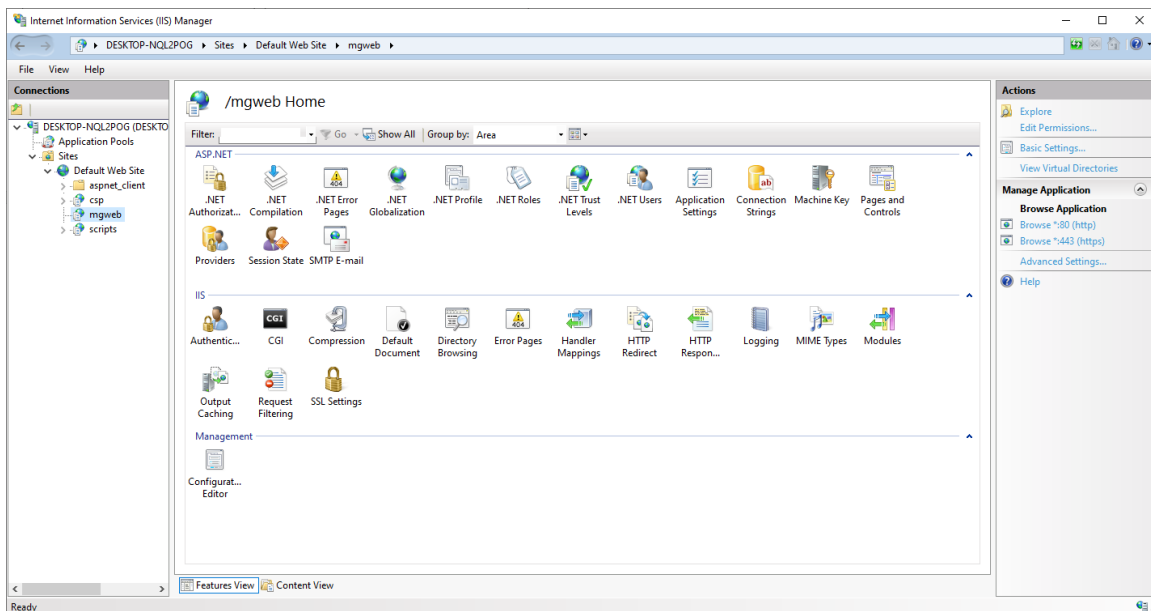


Press the **Register** button to add the **mg\_web** module for IIS (**mg\_web\_iis**).



You can assign a name of your choice to the registration – **mgweb** is used in the above example. When the **mg\_web** module is registered it can be associated with a particular (virtual) application path and/or specific file types.

To create a new virtual path for applications, right-click on the appropriate web site in the left-hand panel and choose the '**Add Application**' option. In the example below, virtual application path **mgweb** was added beneath the **Default Web Site**.



The properties for the virtual application path are shown in the following example. You have to assign an alias (e.g. *mgweb*) and choose an *application pool* to process *mg\_web* requests (again named *mgweb* in this example).

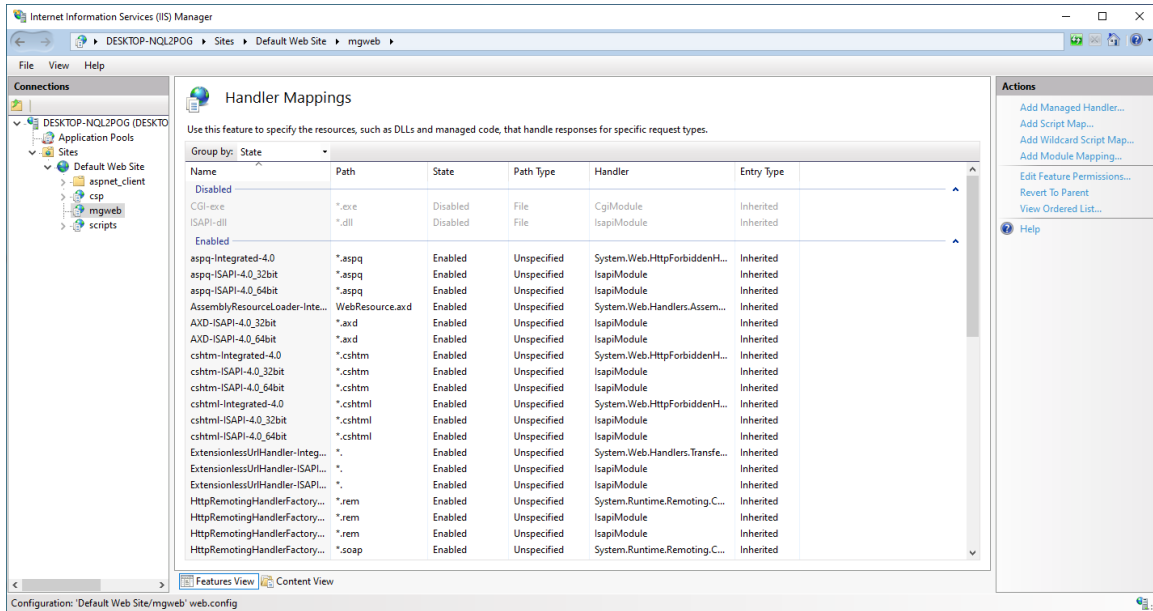
The screenshot shows the 'Edit Application' dialog box with the following fields and controls:

- Site name:** Default Web Site
- Path:** /
- Alias:** mgweb
- Application pool:** mgweb
- Example:** sales
- Physical path:** C:\inetpub\mgweb
- Pass-through authentication:** Connect as... Test Settings...
- Enable Preload:** ☐
- Buttons:** OK, Cancel



Having created a virtual application path for hosting **mg\_web** requests, the next task is to map specific file types to the **mg\_web** extension. In the following example, we will configure IIS to pass all requests for files of type **.mgw** to **mg\_web** for processing.

With the focus on the virtual application path previously created (**mgweb**) in the left-hand panel, open the '**Handler Mappings**' Control Panel and choose '**Add Module Mapping**' in the right-hand panel.



The module name is **mgweb** and we wish to process all files of type **.mgw** with **mg\_web**. This is defined in the ***Request Path*** text box. You can name the Module Mapping with a name of your choice – **mgweb** is used in the example below.

**Edit Module Mapping** ? X

**Request path:**  
\*.mgw  
Example: \*.bas, wsvc.axd

**Module:**  
mgweb

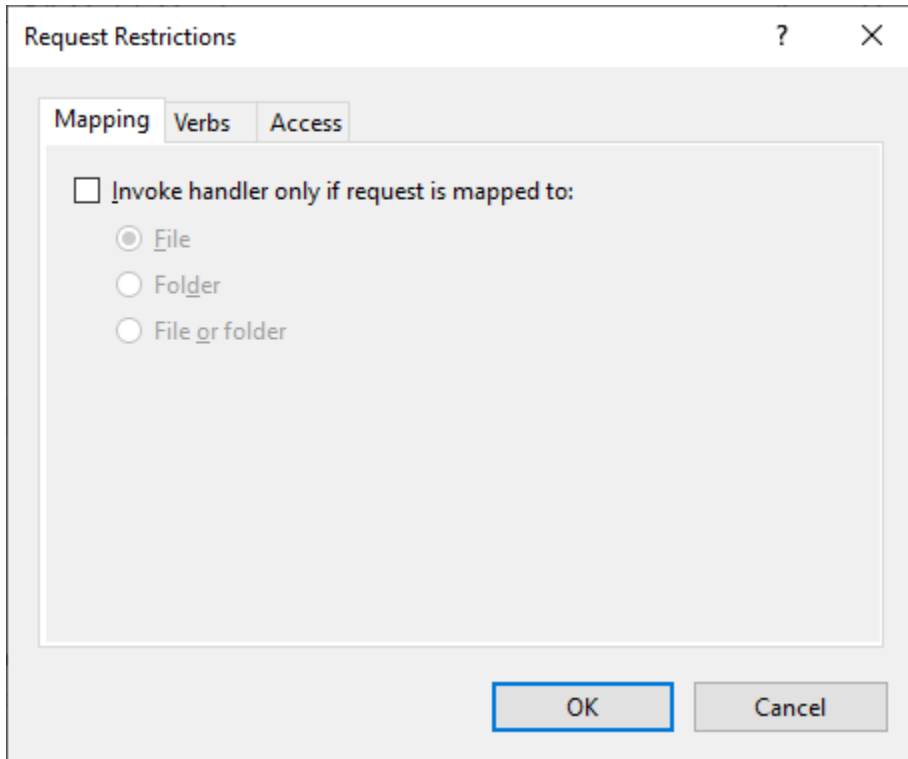
**Executable (optional):**  
 ...

**Name:**  
mgweb

**Request Restrictions...**

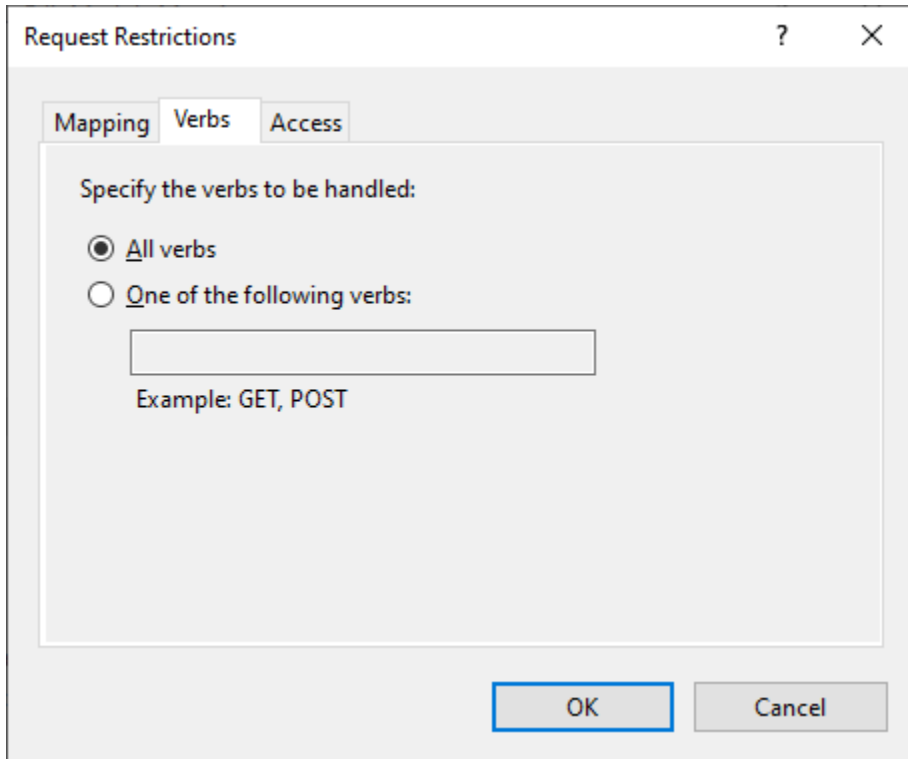
OK Cancel

Press the ***Request Restrictions*** button and make sure that '***Invoke handler only if request is mapped to***' is unchecked. Web resources served my **mg\_web** do not physically exist on the web server.



The image shows a 'Request Restrictions' dialog box with a title bar containing a question mark and a close button. It has three tabs: 'Mapping', 'Verbs', and 'Access'. The 'Mapping' tab is selected. Inside the dialog, there is a checkbox labeled 'Invoke handler only if request is mapped to:'. This checkbox is unchecked. Below it are three radio button options: 'File' (which is selected), 'Folder', and 'File or folder'. At the bottom right of the dialog are 'OK' and 'Cancel' buttons.

Check that all verbs (i.e. HTTP methods) can be served by **mg\_web**.



The image shows a 'Request Restrictions' dialog box with three tabs: 'Mapping', 'Verbs', and 'Access'. The 'Verbs' tab is selected. Inside the dialog, there is a section titled 'Specify the verbs to be handled:' with two radio button options. The first option, 'All verbs', is selected. The second option, 'One of the following verbs:', is unselected and has an empty text input field below it. Below the input field, there is an example text: 'Example: GET, POST'. At the bottom right of the dialog, there are 'OK' and 'Cancel' buttons.

Request Restrictions

Mapping Verbs Access

Specify the verbs to be handled:

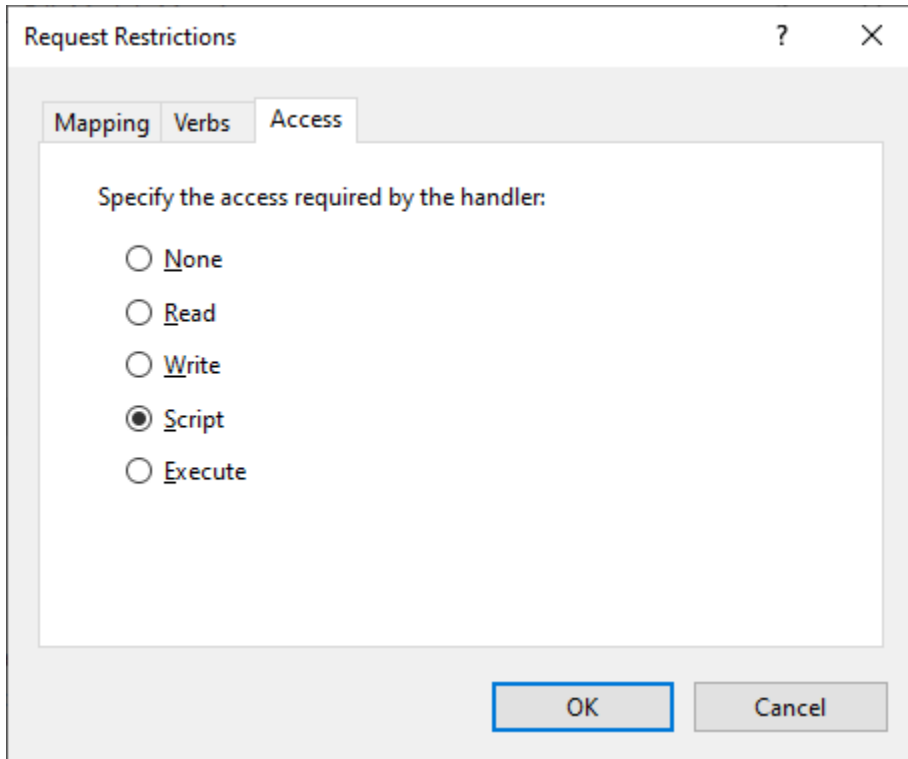
☒ All verbs

☐ One of the following verbs:

Example: GET, POST

OK Cancel

Check that '*Script*' is selected in the *Access* panel.



The image shows a 'Request Restrictions' dialog box with three tabs: 'Mapping', 'Verbs', and 'Access'. The 'Access' tab is selected. Inside the dialog, there is a text prompt 'Specify the access required by the handler:' followed by five radio button options: 'None', 'Read', 'Write', 'Script', and 'Execute'. The 'Script' option is selected, indicated by a filled circle. At the bottom right of the dialog are 'OK' and 'Cancel' buttons.

Request Restrictions

Mapping Verbs Access

Specify the access required by the handler:

- ☐ None
- ☐ Read
- ☐ Write
- ☒ Script
- ☐ Execute

OK Cancel

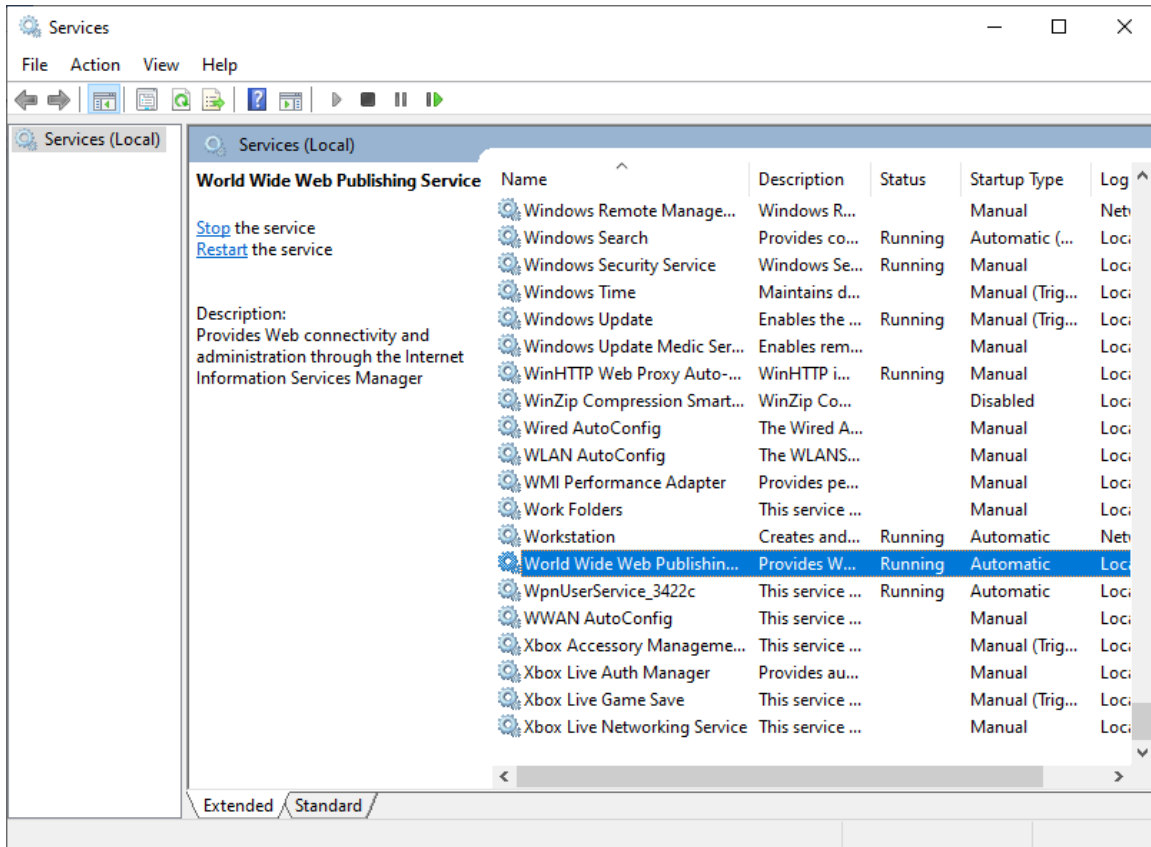
The **mg\_web** configuration and log files (**mgweb.conf** and **mgweb.log**) will be expected to exist in the same directory as that hosting the **mg\_web** module. The IIS worker processes must have permission to access these files. Create these files and use the following commands to grant full access to IIS.

```
caccls C:\inetpub\mgweb\mgweb.conf /E /G IIS_IUSRS:F  
caccls C:\inetpub\mgweb\mgweb.log /E /G IIS_IUSRS:F
```

Final contents of the **mg\_web** directory (**C:\inetpub\mgweb**):

```
mg_web_iis.dll  
mgweb.conf  
mgweb.log
```

Finally, restart IIS from the main Windows Services Control Panel (*World Wide Web Publishing Service*).



IIS will now pass all requests for files of type *.mgw* in path *mgweb* to *mg\_web* for processing. For example:

<http://localhost/mgweb/myfile.mgw>

## 2.2 *mg\_web* for Apache

**mg\_web** for Apache is implemented as an *Apache Extension Module*.

### 2.2.1 Building from source

It is assumed that you have a suitable C/C++ compiler installed. For example, GCC for Linux and Visual C++ for Windows.

Copy the contents of `/src/` and `/src/apache/` to a directory of your choice. You should now have the following files in that directory.

```
mg_web.c
mg_websocket.c
mg_web.h
mg_websys.h
mg_web_apache.c
```

To build **mg\_web** for Apache (**mg\_web\_apache.so** or **mg\_web\_apache.dll**):

Using the Apache extension compiler tool - *APache eXtenSion tool* (**apxs**):

```
apxs -a -i -c mg_web_apache.c mg_web.c mg_websocket.c
```

This will compile the **mg\_web** extension for Apache, install the module in the Apache *modules* directory, and add the following line to the Apache configuration file (*httpd.conf*):

```
LoadModule mg_web_module      modules/mg_web_apache.so
```

### 2.2.2 Web Server configuration

Check that the **mg\_web** module is registered in the Apache configuration file (*httpd.conf*).

```
LoadModule mg_web_module      modules/mg_web_apache.so
```

Add the full path of the **mg\_web** configuration file (*mgweb.conf*) and log file (*mgweb.log*) to the Apache configuration file (*httpd.conf*). For example:

```
MGWEBConfigFile c:/Apache2433/conf/mgweb.conf
```



```
MGWEBLogFile c:/Apache2433/logs/mgweb.log
```

Create a location through which **mg\_web** requests will be processed. For example, **mg\_web** can be active for a whole path (*mgweb* in this example):

```
<Location /mgweb>  
    MGWEB On  
</Location>
```

Alternatively, **mg\_web** can be set to configure only specific file types.

```
<Location /mgweb>  
    MGWEBFileTypes .mgw .mgweb  
</Location>
```

Finally, restart Apache with the new configuration and the web server will now (for example) pass all requests for files of type *.mgw* in path *mgweb* to **mg\_web** for processing.

<http://apachehost/mgweb/myfile.mgw>

## 2.3 *mg\_web* for Nginx

**mg\_web** for Nginx is implemented as a *Nginx Addon Module*. Unlike the other web server solutions where **mg\_web** is created as a dynamically loaded library, **mg\_web** functionality is built directly into the Nginx core executable.

### 2.3.1 Building from source

It is assumed that you have a suitable C/C++ compiler installed. For example, GCC for Linux and Visual C++ for Windows. Additionally, on Windows Nginx is built using the MSYS toolkit and that should be installed. The Nginx instructions for building this web server under Windows can be found [here](http://nginx.org/en/docs/howto_build_on_win32.html).

[http://nginx.org/en/docs/howto\\_build\\_on\\_win32.html](http://nginx.org/en/docs/howto_build_on_win32.html)

Copy the contents of `/src/` and `/src/nginx/` to a directory of your choice. For example, `/opt/mgweb/`. You should now have the following files in that directory.

```
config
mg_web.c
mg_websocket.c
mg_web.h
mg_websys.h
mg_web_nginx.c
```

To build **mg\_web** into Nginx:

For UNIX systems, add the **mg\_web** module directory to the pre-build configuration step. For example:

```
./configure --prefix=/opt/nginx1180 \
            --with-threads \
            --add-module=/opt/mgweb
```

Note that the ‘--with-threads’ option must be included if **mg\_web** is to take advantage of Nginx thread pooling (recommended).

Having run the configuration step, the Nginx web server with **mg\_web** included can be built using:

```
make
make install
```

For Windows systems, using the MSYS environment, the process is very similar. Add the **mg\_web** module directory to the pre-build configuration step. For example:

```
auto/configure --with-cc=cl --builddir=objs --prefix= \
--conf-path=conf/nginx.conf --pid-path=logs/nginx.pid \
--http-log-path=logs/access.log --error-log-
path=logs/error.log \
--sbin-path=nginx.exe \
--http-client-body-temp-path=temp/client_body_temp \
--http-proxy-temp-path=temp/proxy_temp \
--http-fastcgi-temp-path=temp/fastcgi_temp \
--with-cc-opt=-D_FFD_SETSIZE=1024 \
--without-http_rewrite_module \
--without-http_gzip_module \
--with-select_module \
--add-module=/opt/mgweb
```

Having run the configuration step, the Nginx web server with **mg\_web** can be built using:

```
nmake -f objs/Makefile
```

### 2.3.2 Web Server configuration

Add the full path of the **mg\_web** configuration file (**mgweb.conf**) and log file (**mgweb.log**) to the Nginx configuration file (**nginx.conf**). These directives should be added to the **http** section of **nginx.conf**. For example:

```
MGWEBConfigFile /opt/nginx1180/conf/mgweb.conf
MGWEBLogFile /opt/nginx1180/logs/mgweb.log
```

Create a location through which **mg\_web** requests will be processed. These directives should be added to the **server** section of **nginx.conf**. For example, **mg\_web** can be active for a whole path:

```
location /mgweb {
    MGWEB On;
    MGWEBThreadPool default;
}
```

Alternatively, **mg\_web** can be set to configure only specific file types.

```
location /mgweb {
    MGWEBFileTypes .mgw .mgweb;
    MGWEBThreadPool default;
}
```

Note that in both cases **mg\_web** is configured to use a Nginx thread pool called *default*.

Finally, restart Nginx with the new configuration and the web server will now (for example) pass all requests for files of type *.mgw* in path *mgweb* to **mg\_web** for processing.

<http://nginxhost/mgweb/myfile.mgw>

## 3 DB Server Components

The installation package contains two DB Server routines (i.e. M routines): **%zmgsi** and **%zmgsis**. In this section we will look at the procedure for installing them.

### 3.1 Installation for InterSystems Caché or IRIS

Log in to the Manager Namespace (%SYS) and install the **zmgsi** routines held in either **/m/zmgsi\_cache.xml** or **/m/zmgsi\_iris.xml** as appropriate.

```
do $system.OBJ.Load("/m/zmgsi_cache.xml","ck")
```

Change to your development UCI and check the installation:

```
do ^%zmgsi

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Version: 3.5; Revision 13 (29 August 2020)
```

### 3.2 Installation for YottaDB

The instructions given here assume a standard 'out of the box' installation of **YottaDB** deployed in the following location:

```
/usr/local/lib/yottadb/r122
```

The primary default location for routines:

```
/root/.yottadb/r1.22_x86_64/r
```

Copy all the routines (i.e. all files with an 'm' extension) held in the GitHub **/yottadb** directory to:

```
/root/.yottadb/r1.22_x86_64/r
```

Change directory to the following location and start a **YottaDB** command shell:

```
cd /usr/local/lib/yottadb/r122
./ydb
```

Check the installation:

```
do ^%zmgsi
```

Note that the version of **zmgsi** is successfully displayed.

### 3.3 *Setting up the DB Server network service*

The default TCP server port on which the DB Server (**%zmgsi**) listens is **7041**. If you wish to use an alternative port then modify the following instructions accordingly. The SIG will, by default, expect the database server to be listening on port **7041** of the local server (localhost).

#### 3.3.1 InterSystems Caché or IRIS

Start the M-hosted concurrent TCP service in the Manager UCI (%SYS):

```
do start^%zmgsi(0)
```

To use a server TCP port other than 7041, specify it in the start-up command (as opposed to using zero to indicate the default port of 7041).

#### 3.3.2 YottaDB

Network connectivity to **YottaDB** is managed via the **xinetd** service. First create the following launch script (called **zmgsi\_ydb** here):

```
/usr/local/lib/yottadb/r122/zmgsi_ydb
```

Content:

```
#!/bin/bash
cd /usr/local/lib/yottadb/r122
export ydb_dir=/root/.yottadb
export ydb_dist=/usr/local/lib/yottadb/r122
export
ydb_routines="/root/.yottadb/r1.22_x86_64/o* (/root/.yottadb/r1.22_x86_64/r /root/.yottadb/r) /usr/local/lib/yottadb/r122/libyottadbutil.so"
export ydb_gblidir="/root/.yottadb/r1.22_x86_64/g/yottadb.gld"
$ydb_dist/ydb -r xinetd^%zmgsis
```

Create the **xinetd** script (called **zmgsi\_xinetd** here):

```
/etc/xinetd.d/zmgsi_xinetd
```

Content:

```

service zmgisi_xinetd
{
    disable          = no
    type             = UNLISTED
    port             = 7041
    socket_type      = stream
    wait             = no
    user             = root
    server           = /usr/local/lib/yottadb/r122/zmgisi_ydb
}

```

- Note: sample copies of **zmgisi\_xinetd** and **zmgisi\_ydb** are included in the /unix directory.

Edit the services file:

```
/etc/services
```

Add the following line to this file:

```
zmgisi_xinetd          7041/tcp          # ZMGSI
```

Finally restart the **xinetd** service:

```
/etc/init.d/xinetd restart
```

## 4 General mg\_web configuration (mgweb.conf)

The **mg\_web** configuration file (*mgweb.conf*) contains the instructions for connecting to each DB Server and which web paths should be routed to each DB Server.

There are general settings such as request timeouts:

```
timeout 30
```

You can control the amount of information written to the Event Log:

```
log_level <directives>
```

Where the *directives* may include:

- **e** Log error conditions.
- **f** Log the basic framing information for the request and response buffers.
- **t** Log the contents of the request and response data buffers transmitted between **mg\_web** and the DB Server.
- **w** Log the final response buffers dispatched from **mg\_web** to the Web Server, showing the chunked transfer protocol where applicable.

Example:

```
log_level eftw
```

You can also define lists of CGI environment variables to be sent to the DB Server with each request. For example, the following directive will instruct **mg\_web** to send to the DB Server all CGI environment variables derived from client HTTP request headers (*HTTP\**) and the web server *Server Software* with each request.

```
<cgi>
    HTTP*
    SERVER_SOFTWARE
</cgi>
```

Note that, by default, **mg\_web** will only send the following CGI environment variables to the DB Server with each request.

```
REQUEST_METHOD
SCRIPT_NAME
QUERY_STRING
```



## 4.1 Defining Servers

The following examples will illustrate how DB Server access should be defined for **mg\_web**.

Network based access to InterSystems IRIS (or Cache) listening on TCP port 7041:

```
<server local>
  type IRIS
  host localhost
  tcp_port 7041
  username _SYSTEM
  password SYS
  namespace USER
</server>
```

API based access to InterSystems IRIS (or Cache):

```
<server local>
  type Cache
  path /opt/cache20181/mgr
  username _SYSTEM
  password SYS
  namespace USER
</server>
```

Network based access to YottaDB listening on TCP port 7041:

```
<server local>
  type YottaDB
  host localhost
  tcp_port 7041
</server>
```

### API based access to YottaDB:

```
<server local>
  type YottaDB
  path /usr/local/lib/yottadb/r122
  <env>
    ydb_dir=/root/.yottadb
    ydb_rel=r1.22_x86_64
    ydb_gblmdir=/opt/webapps/yottadb.gld
    ydb_routines=/opt/webapps
    ydb_ci=/usr/local/lib/yottadb/r122/zmgsi.ci
  </env>
</server>
```

The routine interface file (named *zmgsi.ci* in the above example) must contain the following line:

```
ifc_zmgsis: ydb_string_t * ifc^%zmgsis(I:ydb_string_t *,
I:ydb_string_t *, I:ydb_string_t *)
```

## 4.2 Defining Paths

The following examples will illustrate how web paths should be defined for **mg\_web**.

The root path (effectively the default mapping):

```
<location />  
    function web^%zmgweb  
    servers local  
</location>
```

Further examples:

```
<location /mgweb/path1>  
    function web1^%zmgweb  
    servers local1  
</location>
```

```
<location /mgweb/path2>  
    function web2^%zmgweb  
    servers local2  
</location>
```

A hierarchical system of inheritance for the paths is applied. For Example:

<http://webserver/mgweb/path1/file.mgw>

This request will be routed to DB Server **local1**

<http://webserver/mgweb/path2/file.mgw>

This request will be routed to DB Server **local2**

<http://webserver/mgweb/path2/abc/file.mgw>

This request will be routed to DB Server **local2**

<http://webserver/mgweb/file.mgw>

This request will be routed to DB server **local**

<http://webserver/xyz/file.mgw>

This request will be routed to DB server **local** (assuming the web server is configured to pass requests with a path of **/xyz** to **mg\_web**).

### 4.3 Complete example *mgweb.conf*

```
timeout 30

<cgi>
    HTTP*
    SERVER_SOFTWARE
</cgi>

<server local>
    type IRIS
    host localhost
    tcp_port 7041
    username _SYSTEM
    password SYS
    namespace USER
</server>

<location />
    function web^%zmgweb
    servers local
</location>
```

### 4.4 Reporting configuration errors

It is essential that the **mg\_web** event log file is specified correctly and that the web server worker processes are granted full access to it as any configuration errors will be reported in the log.

When a web server worker process successfully links to the **mg\_web** library, a message such as that shown below will be written to the **mg\_web** event log.

```
>>> Time: Thu Jul 23 16:21:44 2020; Build: 1.0.1 pid=9364;tid=27368;
mg_web: worker initialization
configuration: C:/inetpub/mgweb/mgweb.conf
```

If a configuration error is detected it will be reported after the initialization message. For example, if parameter *tcp\_port* is not specified correctly, a sequence of messages similar to those shown below will be reported.

```
>>> Time: Thu Jul 23 16:21:44 2020; Build: 1.0.1 pid=9364;tid=27368;  
      mg_web: worker initialization  
      configuration: C:/inetpub/mgweb/mgweb.conf  
>>> Time: Thu Jul 23 16:21:44 2020; Build: 1.0.1 pid=9364;tid=27368;  
      mg_web: configuration error  
      Invalid 'server' parameter 'tcpport' on line 11
```

## 5 The mg\_web DB Server function

The signature of DB Server functions for **mg\_web** is as follows:

```
web^%zmgweb(%cgi,%content,%system)
    ; process request and generate response
    Quit response
```

Where:

```
%cgi:      List of CGI Environment Variables
%content:  The request payload (if any)
%system:   Read-only system array reserved for mg_web use.
```

Of course, the function may be named as you wish but must match the corresponding *function* entry in the **mg\_web** configuration file (*mgweb.conf*).

The *System* array (**%system**) contains the name of the server and path relevant to the current request, as defined in the **mg\_web** configuration file (*mgweb.conf*). For example:

```
%system("server")="local"
%system("path")="/"
```

- **Note: It is important that the read-only %system array is protected in your application code. It is good practice to extract (from %system) any information required by the application then protect it with a DB Server *new* statement. All the examples given here, follow this practice.**

There are a number of ‘helper’ functions available to **mg\_web** functions. These are described below.

Parse content of type 'application/x-www-form-urlencoded' OR a QUERY\_STRING to return an array of name/value pairs:

```
Set %status=$$nvpair^%zmgsis(.%nv,%content)
```

Where:

%nv: An array of name/value pairs

%content: The request payload or a QUERY\_STRING

This function will un-escape all components before placing them in the name/value pair array.

URL decoding function (URL unescaping):

```
Set %decoded=$$urld^%zmgsis(%encoded)
```

Where:

%encoded: URL-escaped item.

%decoded: URL-unescaped item.

URL encoding function (URL escaping):

```
Set %decoded=$$urle^%zmgsis(%decoded)
```

Where:

%decoded: URL-unescaped item.

%encoded: URL-escaped item.

Determine the maximum string length for this DB Server installation:

```
Set %max=$$getmsl^%zmgsis()
```

Where:

%max: Maximum string length.

## 5.1 Streaming the response using 'Write' statements (Block mode)

In addition to the scheme whereby the response is returned from the DB Server function as a single string, **mg\_web** provides for the response to be streamed back to the client using *Write* statements. Response content can be written out using the *write* procedure provided by **mg\_web** or, for InterSystems DB Servers, the *Write* command provided by the embedded DB scripting language.

To indicate that you wish to return the response content as a stream, the DB Server function must first call the *stream* function:

```
Set %str=$$stream^%zmgsis(.%system)
```

Where:

%str:           The stream.  
%system:       The **mg\_web** reserved system array (passed by reference).

The stream variable (i.e. **%str**) must subsequently be returned as the output from your DB Server function.

The **mg\_web write** procedure is defined as follows:

```
Do write^%zmgsis(.%str,content)
```

Where:

%str:           The stream (passed by reference).  
content:        The response content to write out.

The following two examples will illustrate the two approaches for streaming response content back to the client.

### Using the **mg\_web write** procedure (InterSystems DB Servers and YottaDB):

```
web^%zmgsweb(%cgi,%content,%system)
  set %str=$$stream^%zmgsis(.%system)
  new %system
  do write^%zmgsis(.%str,"HTTP/1.1 200 OK"_$c(13,10))
  do write^%zmgsis(.%str,"Content-type: text/html"_$c(13,10,13,10))
  do write^%zmgsis(.%str,"<html>")
  do write^%zmgsis(.%str,"<head><title>Hello</title></head>")
  do write^%zmgsis(.%str,"<h1>Hello World</h1>")
  do write^%zmgsis(.%str,"</html>")
  quit %str
```



## Using the embedded DB Server Write command (InterSystems DB Servers only):

```
web^%zmgweb(%cgi,%content,%system)
  set %str=$$stream^%zmgsis(.%system)
  new %system
  write "HTTP/1.1 200 OK"_$c(13,10)
  write "Content-type: text/html"_$c(13,10,13,10)
  write "<html>"
  write "<head><title>Hello</title></head>"
  write "<h1>Hello World</h1>"
  write "</html>"
  quit %str
```

## 5.2 Streaming the response using 'Write' statements (ASCII mode)

In addition to the *Block mode* scheme for returning content described in the previous section, **mg\_web** provides for ASCII content to be streamed back to the client using DB Server Write commands. The benefit of this mode is that DB Server Write statements can be used for both InterSystems DB Servers and YottaDB. The *Block mode* should always be used when returning binary data.

To indicate that you wish to return the response content as a stream of ASCII characters, the DB Server function must first call the *streamascii* function:

```
Set %str=$$streamascii^%zmgsis(.%system)
```

Where:

%str:           The stream.  
%system:        The **mg\_web** reserved system array (passed by reference).

Response content is then streamed back to the client using DB Server Write statements as shown below.

```
web^%zmgweb(%cgi,%content,%system)
  set %str=$$streamascii^%zmgsis(.%system)
  new %system
  write "HTTP/1.1 200 OK"_$c(13,10)
  write "Content-type: text/html"_$c(13,10,13,10)
  write "<html>"
  write "<head><title>Hello</title></head>"
  write "<h1>Hello World</h1>"
  write "</html>"
  quit %str
```

## 6 Using WebSockets

WebSockets are supported by **mg\_web** according the following scheme.

The file name in the WebSocket request must indicate the name of the DB Server function implementing the server side of the WebSocket connection. For example:

```
/mgweb/MyWebSocket^MyWebFunctions.mgw
```

This indicates a WebSocket function of: `MyWebSocket^MyWebFunctions`

The signature of this function is the same as for other **mg\_web** web functions.

```
MyWebSocket(%cgi,%content,%system)
    set %s=$$websocket^%zmgsis(.%system,0,"")
    new %system
    ; Read from and write to WebSocket client
    quit %s
```

Note that the `WebSocket` function must first call the `websocket` initialization function:

```
Set %status=$$websocket^%zmgsis(.%system,binary,options)
```

Where:

<code>%status:</code>	The status (should be "").
<code>%system:</code>	The <b>mg_web</b> reserved system array (passed by reference).
<code>binary:</code>	The binary flag (1 or 0).
	Set to 1 to return binary content to the WebSocket client.
<code>options:</code>	Reserved for future use.

## 6.1 A simple WebSocket example

In this simple WebSocket implementation, the DB Server simply echoes back the data sent by the client with the DB Server internal date and time appended. It will return the DB Server version if \$zv is entered, and exit if 'exit' is entered.

### Web client-side code:

```
<!DOCTYPE html PUBLIC "-//W3C//DTD XHTML 1.0 Transitional//EN"
"http://www.w3.org/TR/xhtml1/DTD/xhtml1-transitional.dtd">
<html>
  <head>
    <title>WebSocket Echo</title>
    <script type="text/javascript">
      <!--
        var ws;

        if ((typeof(WebSocket) == 'undefined') &&
            (typeof(MozWebSocket) != 'undefined')) {
          WebSocket = MozWebSocket;
        }

        function init() {
          ws = new WebSocket(((window.location.protocol == "https:") ? "wss:" : "ws:") +
            "://" + window.location.host + "/mgweb/MyWebSocket^MyWebFunctions.mgw");
          ws.onopen = function(event) {
            document.getElementById("main").style.visibility = "visible";
            document.getElementById("connected").innerHTML = "Connected to WebSocket
server";
          };
          ws.onmessage = function(event) {
            document.getElementById("output").innerHTML = event.data;
          };
          ws.onerror = function(event) { alert("Received error"); };
          ws.onclose = function(event) {
            ws = null;
            document.getElementById("main").style.visibility = "hidden";
            document.getElementById("connected").innerHTML = "Connection Closed";
          }
        }

        function send(message) {
          if (ws) {
            ws.send(message);
          }
        }
      // -->
    </script>
  </head>
  <body onload="init();">
    <h1>WebSocket Echo</h1>
    <div id="connected">Not Connected</div>
    <div id="main" style="visibility:hidden">
      Enter Message: <input type="text" name="message" value="" size="80"
onchange="send(this.value)"/><br/>
      Server says... <div id="output"></div>
    </div>
  </body>
</html>
```

## DB Server-side code:

The function first waits for a single character to arrive with a timeout of 30 seconds. If no data is received within the 30 second period, the function will write a message to the client and wait again. If client data does arrive then it reads the rest of the input (using a 0 second timeout). If the client sends '\$zv' then the function returns the version of the DB Server, otherwise it appends the internal date and time (\$H) to the data and sends it back to the client. If the client sends 'exit' then the server closes the WebSocket.

```
MyWebSocket(%cgi,%content,%system)
    set %s=$$websocket^%zmgsis(.%sys,0,"")
    new %system
loop ; loop
    read *chr:30 if '$test write "Timeout at "_$H do flush^%zmgsis goto loop
    read data:0 set data=$char(chr)_data
    if data="exit" quit %s
    if data="$zv" s data=$zv
    write "DB server response at "_$H_": "_data do flush^%zmgsis
    goto loop
```

WebSocket server processes are never reused by **mg\_web**. The process halts when the WebSocket session is complete. Applications can modify the device characteristics of their primary device to suit the needs of the functionality required. For example, the following scheme, when implemented on InterSystems DB Servers, will make the WebSocket server code work the same way as terminal based applications where *reads* are terminated by carriage return and *writes* immediately flush their data to the client.

First, adapt the client-side JavaScript code to append a carriage return character to each *send* operation.

```
function send(message) {
    if (ws) {
        ws.send(message + String.fromCharCode(13));
    }
}
```

Then the DB Server side code becomes:

```
MyWebSocket(%cgi,%content,%system)
    set %s=$websocket^%zmgsis(.%sys,0,"")
    new %system
    use 0: (/terminator=$char(13)::"+Q")
loop ; loop
    read data:30 if '$test write "Timeout at "_$H goto loop
    if data="exit" quit %s
    if data="$zv" s data=$zv
    write "DB server response at "_$H_": "_data
    goto loop
```

Note the simplified *read* operation and the absence of the need to *flush* the response.

## 7 License

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