

Page linking algorithm with engines

To access the HTML page remote controller we can work with WebSocket for sending commands from a Html page to ESP32.

A WebSocket is a persistent connection between a client and a server that allows bidirectional communication between both parties using a TCP connection.

1- installed in your Arduino IDE.

- [Installing the ESP32 Board in Arduino IDE \(Windows, Mac OS X, Linux\)](#)

2- Installing Libraries – Async Web Server

- [ESPAsyncWebServer](#)
- [AsyncTCP](#)

3- Import the necessary libraries to build the web server.

```
#include <WiFi.h>
#include <AsyncTCP.h>
#include <ESPAsyncWebServer.h>
```

4- write your Arduino code

5- build and style the web page and handle client-server interactions using WebSocket protocol.

Here is a full tutorial of how to build a web server with the ESP32 using WebSocket communication protocol:

[/https://randomnerdtutorials.com/esp32-websocket-server-arduino](https://randomnerdtutorials.com/esp32-websocket-server-arduino)