

SimpleWebSockets Sample

*This sample is compatible with the Microsoft GDK (Desktop) and GDKX (Xbox) (March 2022)*

# Description

This sample demonstrates using LibHttpClient to connect, send, and receive messages to/from a host via Web Sockets.

# Building the sample

The sample should not require any specific changes to build and should run without any modifications if using the XDKS.1 sandbox.

*For more information, see* Running samples*, in the GDK documentation.*

# Using the sample

When the sample is run, you can open a WebSocket connection to a service that will repeat messages you send.

First click the Connect button to establish the WebSocket connection. By default, the sample connects to the open echo server at wss://echo.websocket.org. Once connected, selecting “Send Message” will bring up the virtual keyboard so you can send a custom message up to your endpoint. Selecting “Send Binary Message” will send a test message with a binary payload to the endpoint.

## Main Screen

Text

Description automatically generated

# Update history

April 2021 – Initial release

June 2022 – Updated for March 2022 GDK (and newer) compatibility

# Privacy Statement

When compiling and running a sample, the file name of the sample executable will be sent to Microsoft to help track sample usage. To opt-out of this data collection, you can remove the block of code in Main.cpp labeled “Sample Usage Telemetry”.

For more information about Microsoft’s privacy policies in general, see the [Microsoft Privacy Statement](https://privacy.microsoft.com/en-us/privacystatement/).