

# ***WebSocket instructions for AOZ***

AOZ offers several instructions for managing connection interfaces.

A connection interface, called "Socket" allows the conversation between several remote computers. Like a chat or a multiplayer game.

More informations on Web Socket API here: <https://www.w3.org/TR/websockets/>

## **Socket Connect HOST\$, PORT, ONOPEN\$, ONMESSAGE\$, ONCLOSE\$, ONERROR\$**

Open a connection to a remote server.

*Parameters:*

HOST\$: Address of the server to be connected.

PORT: Port of the server to be connected.

ONOPEN\$: Name of the AOZ procedure which should be called when the connection is successful.

ONMESSAGE\$: Name of the AOZ procedure which should be called when your program received a new message from server.

ONCLOSE\$: Name of the AOZ procedure which should be called when the connection is closed.

ONERROR\$: Name of the AOZ procedure which should be called when your program received a error message from server.

## **Socket Send DATA\$**

Sending data to the remote server, which will be read by other connected users.

*Parameters:*

DATA\$: Data, as a string, to send to the server.

## **Socket Close**

Close the connection opened with Socket Connect instruction.

## **Socket Close CODE, DATA\$**

Close the connection opened with Socket Connect instruction, with a code and a reason.

*Parameters:*

CODE: Code of the closure.

DATA\$: Text of the reason of the closure.