

<https://wiki.resonite.com/WebSocket>

# WebSocket

**WebSocket** is a protocol providing two-way communication channels over a TCP connection.

It allows a client and server to communicate via event-driven responses without having to poll the server for a reply.

Resonite offers WebSocket support through [ProtoFlux](#).

## Related articles

### Components

- [WebSocketClient](#) component

### ProtoFlux nodes

- [WebSocketConnect](#) ProtoFlux node
- [WebSocketConnectionEvents](#) ProtoFlux node
- [WebSocketTextMessageSender](#) ProtoFlux node
- [WebSocketTextMessageReceiver](#) ProtoFlux node

### Troubleshooting

- [Troubleshooting WebSockets](#)

### Further reading

- [WebSocket](#) on Wikipedia
- [The WebSocket standard](#) on WHATWG