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<!DOCTYPE html>
<html>
  <head>
    <meta charset="utf-8">
    <script src="jquery.js"></script>
    <script type="text/javascript">
window.WebSocket=(window.WebSocket||window.MozWebSocket);

var websocket=new WebSocket('ws://127.0.0.1:9000','myprotocol');
var message;
var ptr;
var dd=1000;

websocket.onopen=function(){ $('h1').css('color','green'); };

websocket.onerror=function(){ $('h1').css('color','red'); };

websocket.onmessage=function(message){
console.log(message.data);
$('#messages').append($('<p>',{ text: message.data }));
};

function incVitesse()
{
    dd+=100;
}

function decVitesse()
{
    if(dd-100>= 100)
        dd-=100;
}

function balayage()
{
    var souschaine, length;
    length = message.length;
    souschaine = message.substring(ptr,ptr+8);
    websocket.send(souschaine);
    ptr++;
    if(ptr>length-8) ptr=0;
    setTimeout(balayage,dd);
}

function sendMessage(){
//websocket.send($('#message').val());
message = $('#message').val();
ptr = 0;
balayage();
$('#message').val("");
}
</script>

```

```
</head>
<body>
  <h1>WebSockets test</h1>
  <input type="text" id="message"/>
  <button onclick="sendMessage();">Send</button>
  <div id="messages"></div>
  <BR>
  <input type="button" value= "augmenter la vitesse" onclick="decVitesse()">
  <BR>
  <input type="button" value= "diminuer le vitesse" onclick="incVitesse()">
</body>
</html>
```