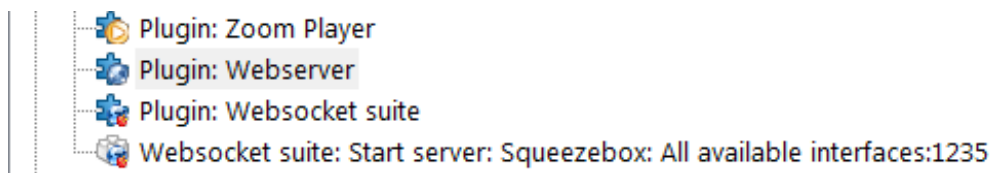
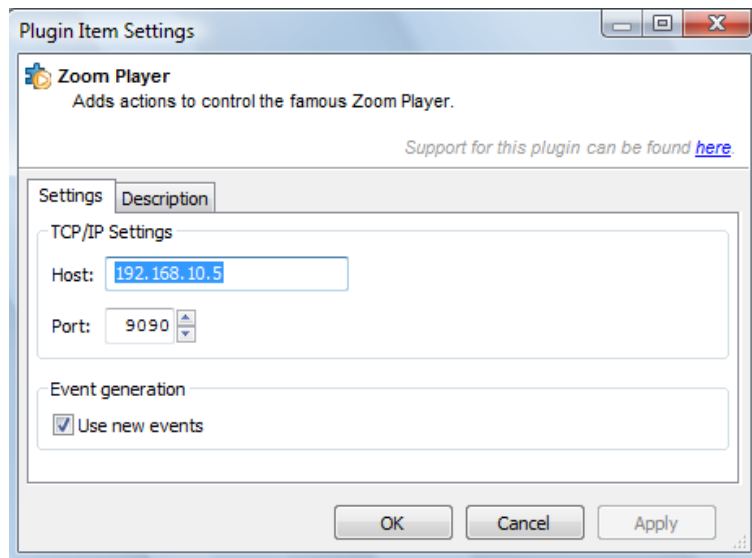


Here is a configuration guide to use websockets to update a web page from a python script. In this case we will update the web page with current title and album information from Zoom player

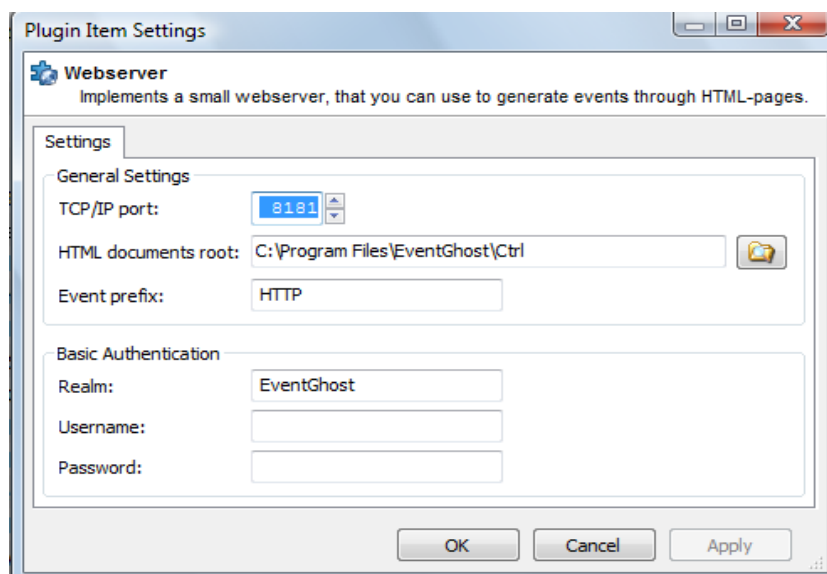
You need to add and configure the following plugins:

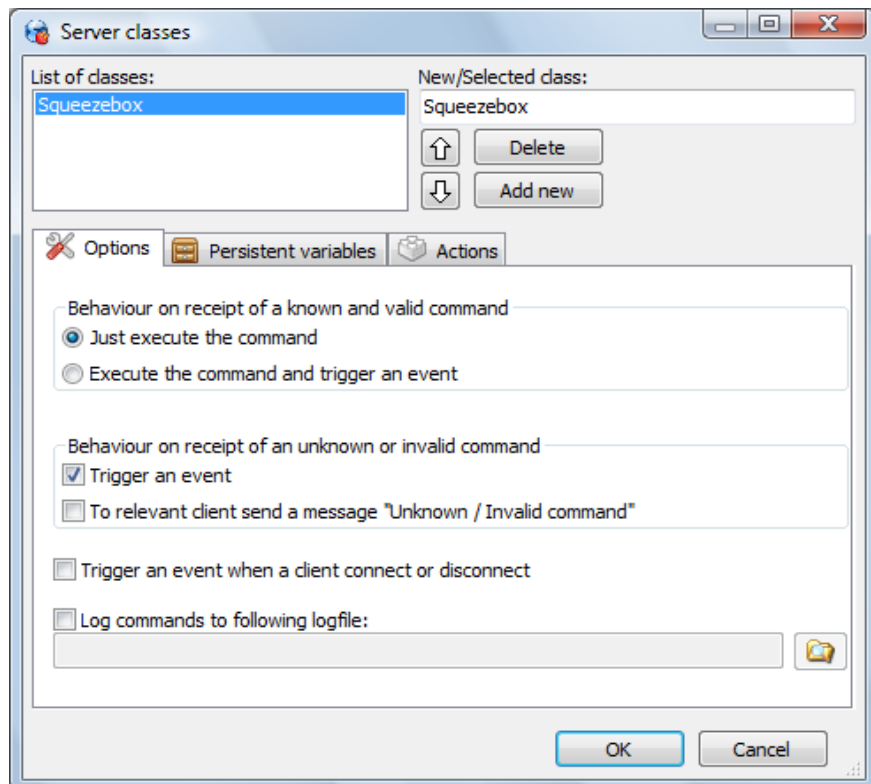
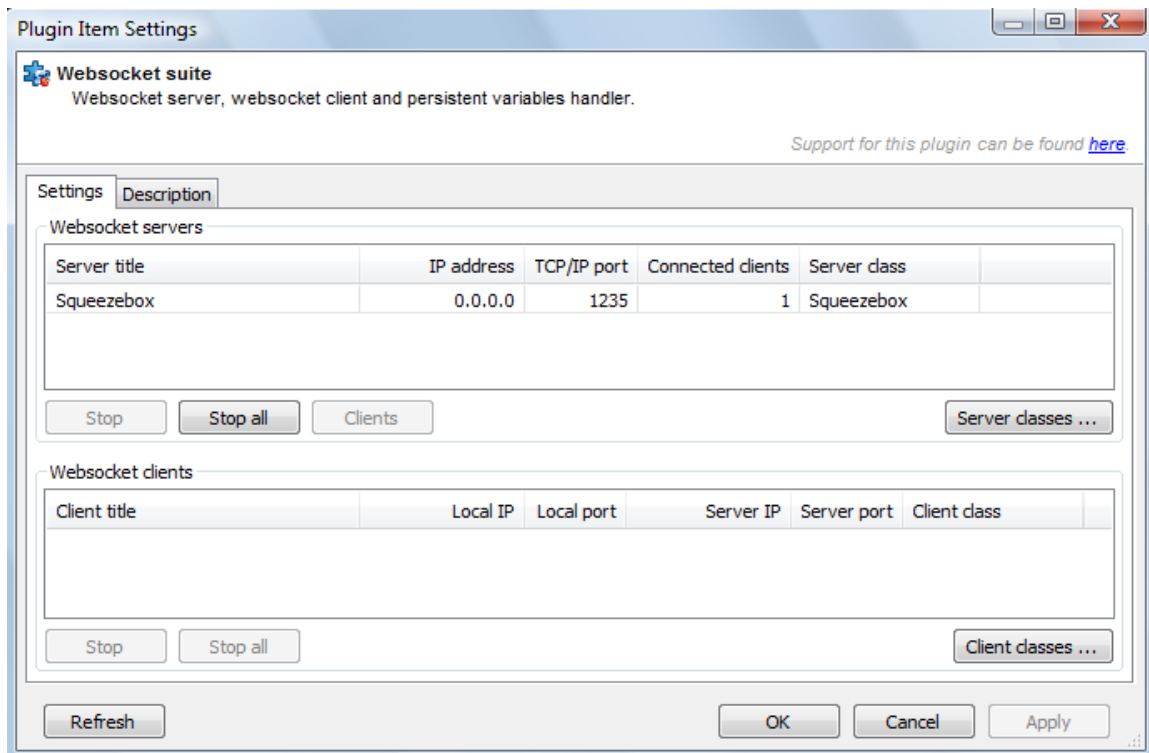


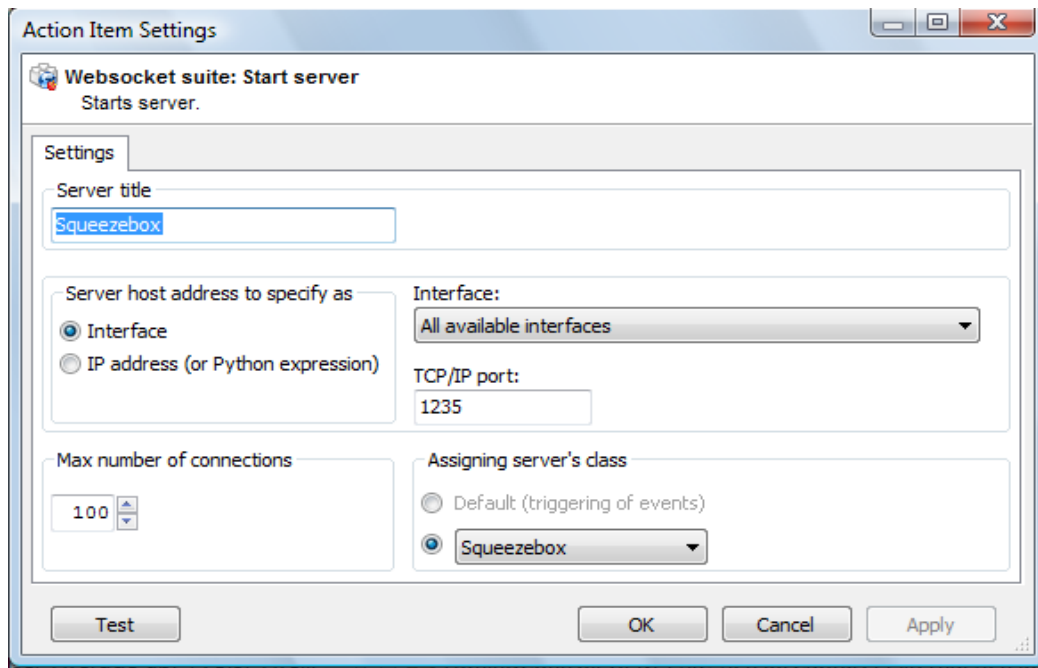
Here are sample configurations you have to do in similar way:



In the above case, zoom player plugin is connecting to my Logitech Media Server running under VMWare with Ubuntu (former Squeezebox server)







Lets assume that in your script, you have the title and album information in the variables 'j' and 'f'. At the end of your script you can then add the following two lines:

```
eg.plugins.WebsocketSuite.BroadcastMessage(u'All available interfaces', u'1235', 'Title:'+j, 2)
eg.plugins.WebsocketSuite.BroadcastMessage(u'All available interfaces', u'1235', 'Album:'+f, 2)
```

This information will then be broadcasted when the script is executed and all connected clients will receive and parse it.

In the html code this is done in the java script like this where the elements in the page gets updated.:

```
if (evt.data.match('Title'))
{
    var m = evt.data.split(":");
    //alert(m);

    document.getElementById("t00").style.color = "yellow";
    document.getElementById("t00").style.fontFamily = "arial";
    document.getElementById("t00").style.fontSize = "14";
    document.getElementById("t00").innerHTML = m[1];
}

if (evt.data.match('Album'))
{
    var m = evt.data.split(":");
    //alert(m);

    document.getElementById("tt0").style.color = "yellow";
    document.getElementById("tt0").style.fontFamily = "arial";
    document.getElementById("tt0").style.fontSize = "14";
    document.getElementById("tt0").innerHTML = m[1];
}
```