

Sending JSON data to stream subscribers

Overview

Since build [1.1.0.45](#) it is possible to send a message with JSON data from publishing client to all the subscribers of stream published, and receive this message on playing client.

Sending a message

To send a message, `Stream.sendData()` method is used. The message data should be a serialized to a valid JSON object

code

```
mSendDataButton.setOnClickListener(new OnClickListener() {
    @Override
    public void onClick(View v) {
        if (publishStream == null) {
            return;
        }
        ...
        ObjectMapper objectMapper = new ObjectMapper();
        Map<String, Object> data = null;
        try {
            data = objectMapper.readValue(dataStr, HashMap.class);
        } catch (IOException e) {
            Log.w(TAG, "Not valid json string");
            ...
            return;
        }
        publishStream.sendData(data);
    }
});
```

Receiving a message

To receive a message, check in `onStreamEvent` handler: if the event has `StreamEventType` type, then message contains a serialized JSON data to parse

code

```
playStream.on(new StreamEventHandler() {
    ...
    @Override
    public void onStreamEvent(StreamEvent streamEvent) {
```

```

        if (StreamEventType.data.equals(streamEvent.getType())) {
            parseReceivedData(streamEvent.getPayload());
        }
    }
});
...
private void parseReceivedData(Map<String, Object> data) {
    runOnUiThread(() -> {
        Date date = new Date();
        SimpleDateFormat formatter = new SimpleDateFormat("HH:mm:ss");
        StringBuilder stringBuilder = new
StringBuilder(formatter.format(date) + " - ");
        for (Map.Entry<String, Object> obj : data.entrySet()) {

stringBuilder.append(obj.getKey()).append("=").append(obj.getValue()).append(",
");
        }
        stringBuilder.delete(stringBuilder.length() - 2,
stringBuilder.length());

        mReceivedDataTextView.setText(stringBuilder);
    });
}

```

A message sent from [Web SDK](#) or using [REST API](#) may be received by this way