On Message Received

SimLab Composer 14 introduces WebSocket support, enabling seamless integration with external systems, allowing it to work with external hardware, co-simulation engines, and websites, unlocking numerous possibilities.

Use the node **On Message Received** to trigger an event when a message is received.

The **On Message Received** node triggers an event when an unhandled message is received from the external connection. This node allows you to access the incoming message and take appropriate action based on its content. It is useful for responding to external data or commands and processing messages within the VR Experience.

This node is related to Open External Connection node



Input Ports:

- Enable

Output Ports:

- Execute
- Message

The WebSocket nodes (Open External Connection, Send Message, and Receive Message) are exclusively available in the Ultimate Edition.

Revision #8
Created 2025-02-02 13:15:54 UTC by Jamal
Updated 2026-03-31 14:56:47 UTC by Ashraf Sultan