

# Web

This object allows you to download data.

## Functions

### Web

Constructor function.

### Syntax

```
var myObject = new Web(eventsAndOptions);
```

### Arguments

1. eventsAndOptions - (object) the events that can be called
  - onFinished - ([onFinished](#)) called when the data has been downloaded
  - onDownloadProgress - ([onDownloadProgress](#)) called when the download progresses
  - onError - ([onError](#)) called when an error has occurred
  - file - ([File](#) or string) the file or filename to use as a destination for the downloaded data, if this is not set the data will be stored into RAM

### Example

```
var myObject = new Web();
```

```
var myObject = new Web({
  onFinished: function()
  {
    Console.print("Finished!");
  },
  file: "myFile.txt"
});
```

## Methods

### download

Start downloading.

## Syntax

```
myObject.download(url, options);
```

```
myObject.download(url);
```

## Arguments

1. url - (string) the url of the resource to download
2. options - (object) options
  - rawHeaders - (object) raw headers to set
  - method - (Method) the method to use (get or post)
  - postData - (object) post data to send
  - query - (object) query items
  - user - (string) the username to use if asked
  - password - (string) the password to use if asked

## Returns

- (Web) this Web

## Exceptions

- (OpenFileError) unable to open the destination file

## Notes

This method is asynchronous, this means that it will return before the data is downloaded. To know when this is done use the [onFinished](#) event or the [isDownloading](#) method.

## isDownloading

Returns true if the data is still being downloaded.

## Syntax

```
myObject.isDownloading();
```

## Returns

- (boolean) true if the data is still being downloaded

## toImage

Returns the downloaded data as an [Image](#).

### Syntax

```
myObject.toImage();
```

### Returns

- ([Image](#)) the image

### Notes

You cannot use this method if you specified a destination file as no data is kept in memory.

## toText

Returns the downloaded data as text.

### Syntax

```
myObject.toText(encoding);
```

```
myObject.toText();
```

### Arguments

1. encoding - ([Encoding](#)) the encoding to use

### Returns

- (string) the text

### Notes

You cannot use this method if you specified a destination file as no data is kept in memory.

## toRawData

Returns the downloaded data as [RawData](#).

### Syntax

```
myObject.toRawData();
```

### Returns

- ([RawData](#)) the raw data

### Notes

You cannot use this method if you specified a destination file as no data is kept in memory.

## cancel

Cancel the download.

### Syntax

```
myObject.cancel();
```

### Returns

- ([Web](#)) this Web

## Events

### onFinished

Called when the data has been downloaded.

### Syntax

```
myObject.onFinished = function() {};
```

## Example

```
myObject.onFinished = function()  
{  
    //Event action  
};
```

## onDownloadProgress

Called when the download progression has changed.

### Syntax

```
myObject.onDownloadProgress = function(bytesReceived, bytesTotal) {};
```

### Arguments

1. bytesReceived - (integer) received byte count
2. bytesTotal - (integer) total byte count

## Example

```
myObject.onDownloadProgress = function(bytesReceived, bytesTotal)  
{  
    //Event action  
};
```

## onError

Called when an error occurs.

### Syntax

```
myObject.onError = function(errorText) {};
```

### Arguments

1. errorText - (string) a text describing the error

## Example

```
myObject.onError = function(errorText)
{
    //Event action
};
```

## Enumerations

### Method

The download method.

### Values

1. Get: use "get" method (default)
2. Post: use "post" method

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