Question
[Orlando Lagman](#) · Jan 14, 2021

Saving image data from csp

I created a csp that will capture image data from a html canvas element. I created a button element to save the contents as a dataURL string from jpeg and make a server call.

the string is too long

```
129
130
131        saveButton.addEventListener("click", function (event) {
132          if (signaturePad.isEmpty()) {
133            alert("Please provide a signature first.");
134          } else {
135            var dataURL = signaturePad.toDataURL("image/jpeg");
136            console.log(dataURL);
137            var ok = #server(Signature.Post(dataURL,"signature.jpeg"))#;
138            alert("Signature has been saved, please close window");
139
140          }
141        });
142
```

Watch	
Name	Value
data	TRUNCATED(Length=44731))data:image/jpeg;base64,/9j/4AAQSkZJRgABAQAAAQABAAD/2wBDAAMCAgICAgMCAgIDAwMDBAYEBAQEBAgGBgUGCQgKCgkICQkKDA8MCgsOCwkJDRENDg8QEBEQC...
$l(data)	44731
type	signature.jpeg

I would appreciate any suggestions in saving the data into the server, currently just a global.

#CSP #Caché