The send(data) method transmits data using the connection. If the readyState attribute is CONNECTING, it must throw an InvalidStateError excption. Otherwise, the user agent must run the appropriate set of steps from the following list:

- If the argument is a string
    - If the data argument has any unpaired surrogates, then throw a SyntaxError exception. If *the PeerConnection connection is established*, and the string has no unpaired surrogates, and *the PeerConnection closing handshake has not yet started*, then the user agent must *send a PeerConnection Message* comprised of data using a text frame opcode; if the data cannot be sent, e.g. because it would need to be buffered but the buffer is full, the user agent must *close the PeerConnection connection*. Any invokation of this method with a string argument that does not throw an exception must increase the bufferedAmount attribute by the number of bytes needed to express the argument as UTF-8. [RFC3629]
- If the argument is a Blob object
    - If *the PeerConnection connection is established*, and *the PeerConnection closing handshake has not yet started*, then the user agent must *send a PeerConnection Message* comprised of data using a binary frame opcode; if the data cannot be sent, e.g. because it would need to be buffered but the buffer is full, the user agent must *close the PeerConnection connection*. The data to be sent is the raw data represented by the Blob object. Any invokation of this method with a Blob argument that does not throw an exception must increase the bufferedAmount attribute by the size of the Blob object's raw data, in bytes. [FILEAPI]
- If the argument is an ArrayBuffer object
    - If *the PeerConnection connection is established*, and *the PeerConnection closing handshake has not yet started*, then the user agent must *send a PeerConnection Message* comprised of data using a binary frame opcode; if the data cannot be sent, e.g. because it would need to be buffered but the buffer is full, the user agent must *close the PeerConnection connection.* The data to be sent is the data stored in the buffer described by the ArrayBuffer object. Any invokation of this method with an ArrayBuffer argument that does not throw an exception must increase the bufferedAmount attribute by the length of the ArrayBuffer in bytes. [TYPEDARRAY]

When *a message has been received* with type *type* and data *data*, the user agent must queue a task to follow these steps:

1. If the PeerConnection readyState attribute's value is not ACTIVE (1), then abort these steps.
2. Let event be an event that uses the MessageEvent interface, with the event name message, which does not bubble, is not cancelable, and has no default action.
3. If type indicates that the data is Text, then initialize event's data attribute to data.

    If type indicates that the data is Binary, and a blob was sent, then initialize event's data attribute to a new Blob object that represents data as its raw data. [FILEAPI]

    If type indicates that the data is Binary, and an ArrayBuffer was sent, then initialize event's data attribute to a new read-only ArrayBuffer object whose contents are data. [TYPEDARRAY]
4. Dispatch event at the PeerConnection object.