

Lighting Up Real-time Web Communications with SignalR



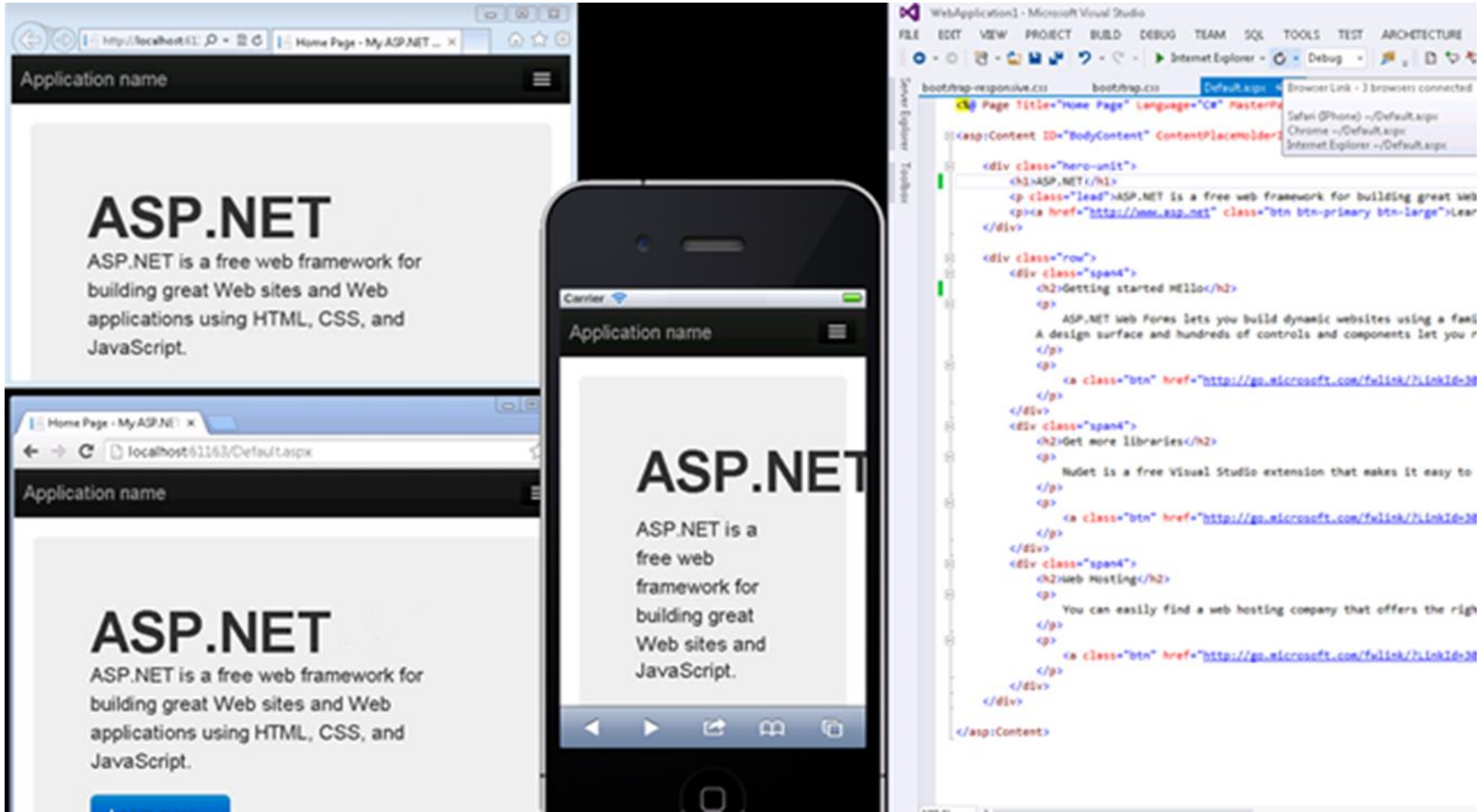
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SignalR on the Client

Example: Browser Link

Browser Link



MVA

Microsoft
Virtual
Academy

DEMO

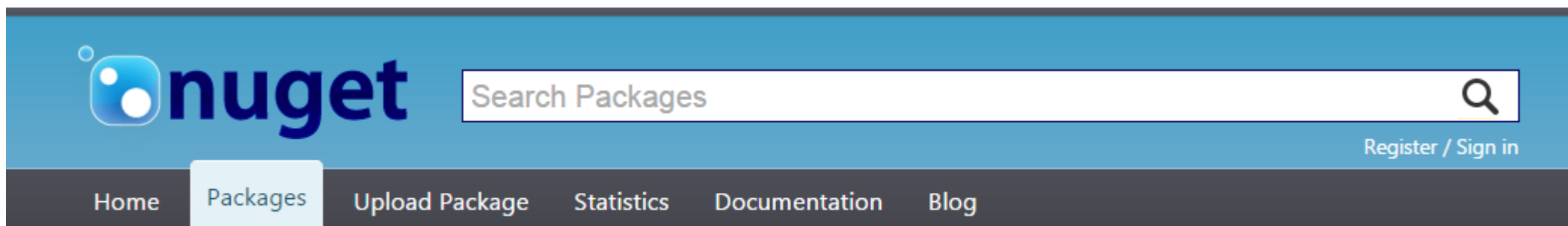
Browser Link

SignalR and .NET

- Self-Hosting with OWIN
- SignalR's .NET Client

Self-hosting SignalR with OWIN

Self-hosting is Available via NuGet



29,541
Downloads

439
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Microsoft ASP.NET SignalR Self Host 2.1.2

This package includes the required dependencies for self-hosting SignalR in a process outside of IIS using OWIN and HTTPListener.

To install Microsoft ASP.NET SignalR Self Host, run the following command in the [Package Manager Console](#)

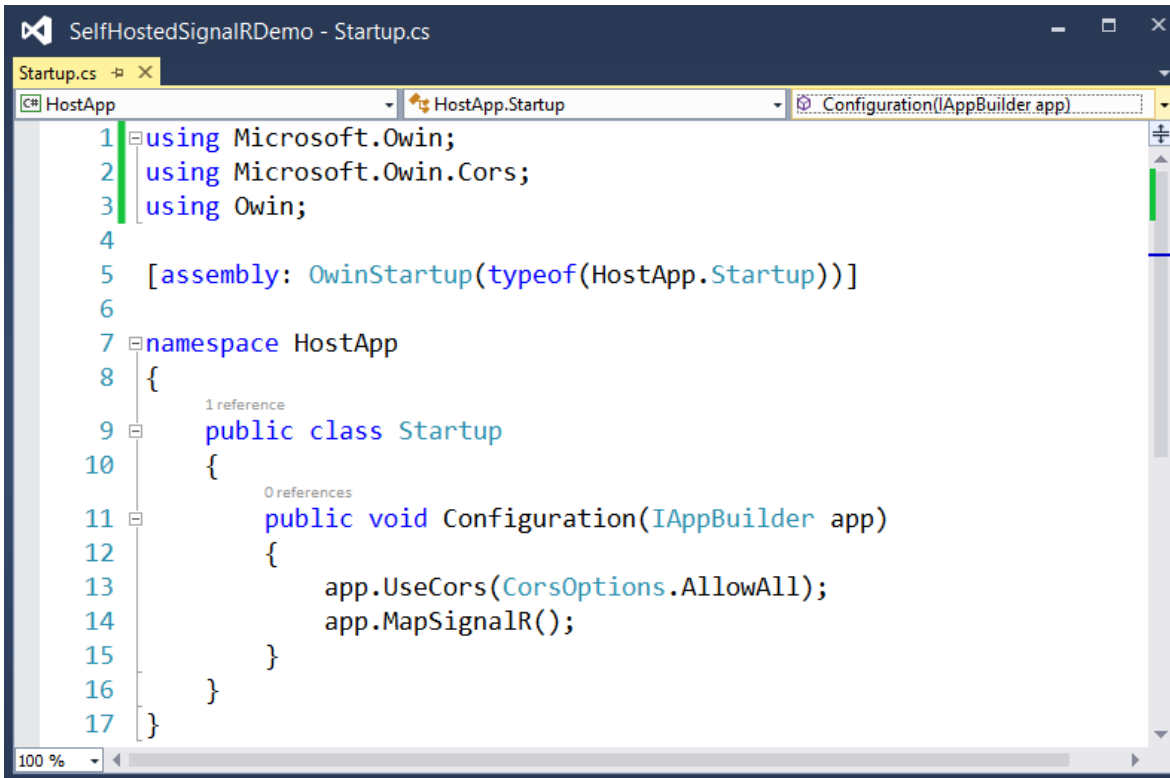
```
PM> Install-Package Microsoft.AspNet.SignalR.SelfHost
```



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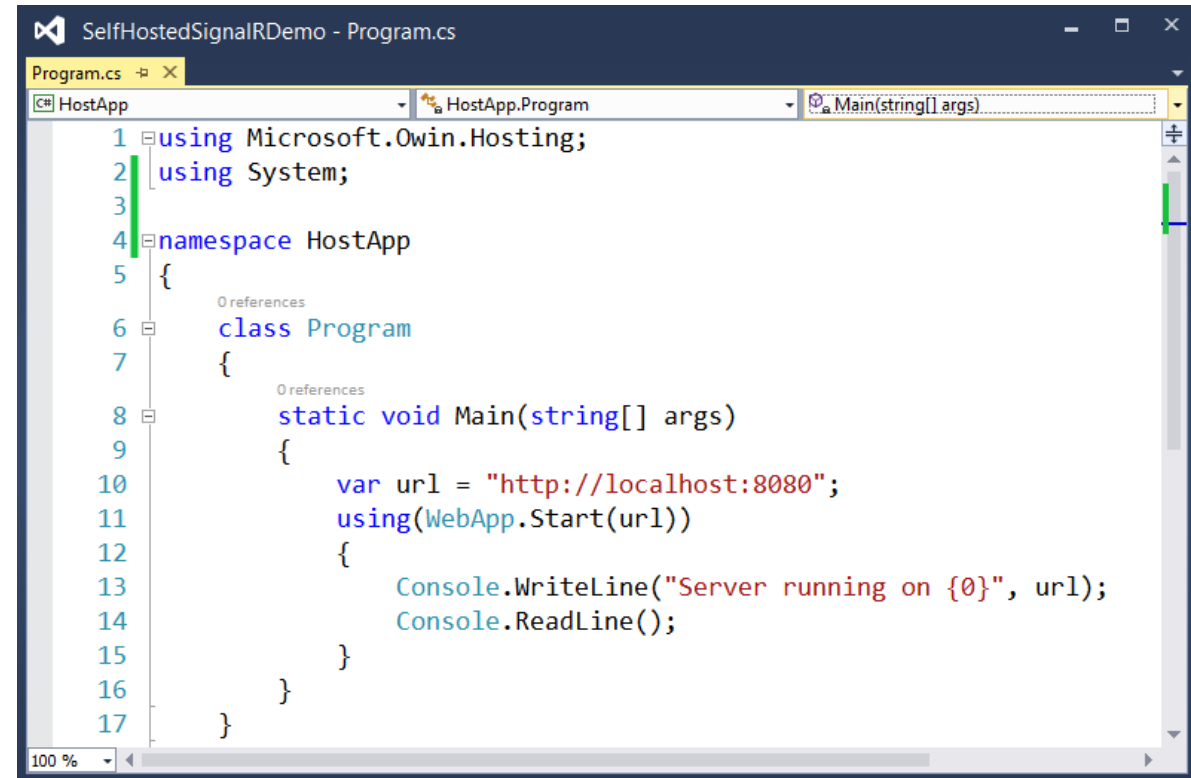
Self-Hosting using OWIN

Create the OWIN Startup Class



```
1 using Microsoft.Owin;
2 using Microsoft.Owin.Cors;
3 using Owin;
4
5 [assembly: OwinStartup(typeof(HostApp.Startup))]
6
7 namespace HostApp
8 {
9     public class Startup
10    {
11        public void Configuration(IAppBuilder app)
12        {
13            app.UseCors(CorsOptions.AllowAll);
14            app.MapSignalR();
15        }
16    }
17 }
```

Host the OWIN Startup in an EXE



```
1 using Microsoft.Owin.Hosting;
2 using System;
3
4 namespace HostApp
5 {
6     class Program
7     {
8         static void Main(string[] args)
9         {
10             var url = "http://localhost:8080";
11             using(WebApp.Start(url))
12             {
13                 Console.WriteLine("Server running on {0}", url);
14                 Console.ReadLine();
15             }
16         }
17     }
18 }
```

DEMO

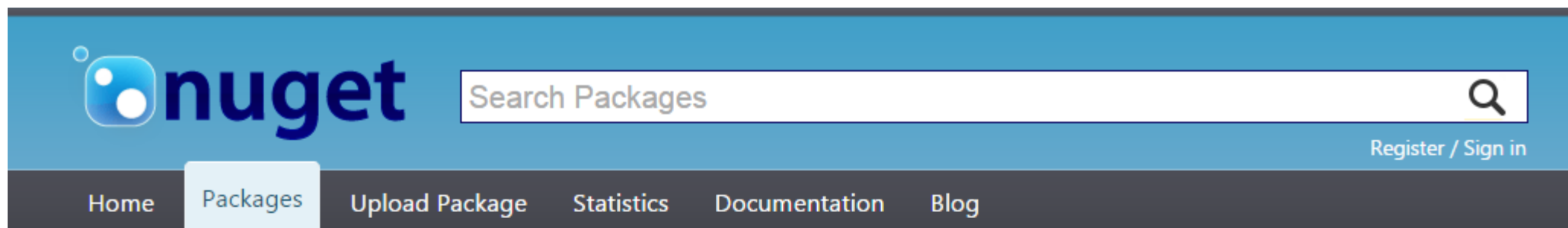
Self-hosting SignalR with OWIN

SignalR's .NET Client

DEMO

MoveShape Version 2.0

SignalR's .NET Client NuGet



Microsoft ASP.NET SignalR .NET Client 2.1.2

.NET client for ASP.NET SignalR.

To install Microsoft ASP.NET SignalR .NET Client, run the following command in the [Package Manager Console](#)

```
PM> Install-Package Microsoft.AspNet.SignalR.Client
```

149,915
Downloads

1,468
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0



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SignalR JavaScript & .NET Client Parity

JavaScript Client

```
MoveShape - Default.html
Default.html
22 <script type="text/javascript">
23     $(function () {
24         var shape = $("#shape"),
25             body = window.document.body;
26
27         var con = $.hubConnection();
28         var hub = con.createHubProxy("moveShape");
29
30         hub.on("shapeMoved", function (x, y) {
31             shape.css("left", x);
32             shape.css("top", y);
33             shape.text(x + ',' + y);
34         });
35
36         shape.draggable({
37             drag: function () {
38                 var self = $(this),
39                     x = this.offsetLeft,
40                     y = this.offsetTop;
41                 self.text(x + ',' + y);
42                 hub.invoke("MoveShape", x, y);
43             }
44         });
45     });
46 </script>
```

.NET Client

```
MoveShape - Program.cs
Program.cs
Kinect.Daemon
3 references | bradygaster, 11 minutes ago | 1 change
9 class Program
10 {
11     HubConnection _connection;
12     IHubProxy _hub;
13
14     2 references | bradygaster, 11 minutes ago | 1 change
15     void Start()
16     {
17         _connection =
18             new HubConnection("http://localhost:24421/");
19         _hub = _connection.CreateHubProxy("moveShape");
20
21         _connection.Start().ContinueWith((t) =>
22         {
23             if (t.IsFaulted)
24                 Start();
25             else
26                 StartKinect();
27         });
28     }
29 }
```

DEMO

Multiple-platform SignalR chat application

Is Microsoft making any
internal investments in SignalR
in our own products?

Microsoft running on SignalR

- Visual Studio 2013 (BrowserLink)
- Office (shared editing)
- C++ client on the way (requested internally)



Microsoft

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