

Testing Socket.IO

ENDPOINT <http://client-backend.iplayesports.co> (No Auth)

send-test-message	
Event Name	send-test-message
Event Payload	Anything (ex. "my tt")
Event Response Name	sent-test-message-complete
Event Response Payload	<pre>▼ {success: true, message: "my tt", note: "Good luck :)"} ⓘ message: "my tt" note: "Good luck :)" success: true ► __proto__: Object</pre>

ENDPOINT <http://mobile-backend.iplayesports.co> (With Auth)

QUERY { token: 'THE_TOKEN' }

send-test-message	
Event Name	send-test-message
Event Payload	Anything (ex. "my tt")
Event Response Name	sent-test-message-complete
Event Response Payload	<pre>----- ▼ {success: true, message: "my tt", note: "+2 Good luck :)"} ⓘ message: "my tt" note: "+2 Good luck :)" success: true ► __proto__: Object ></pre>