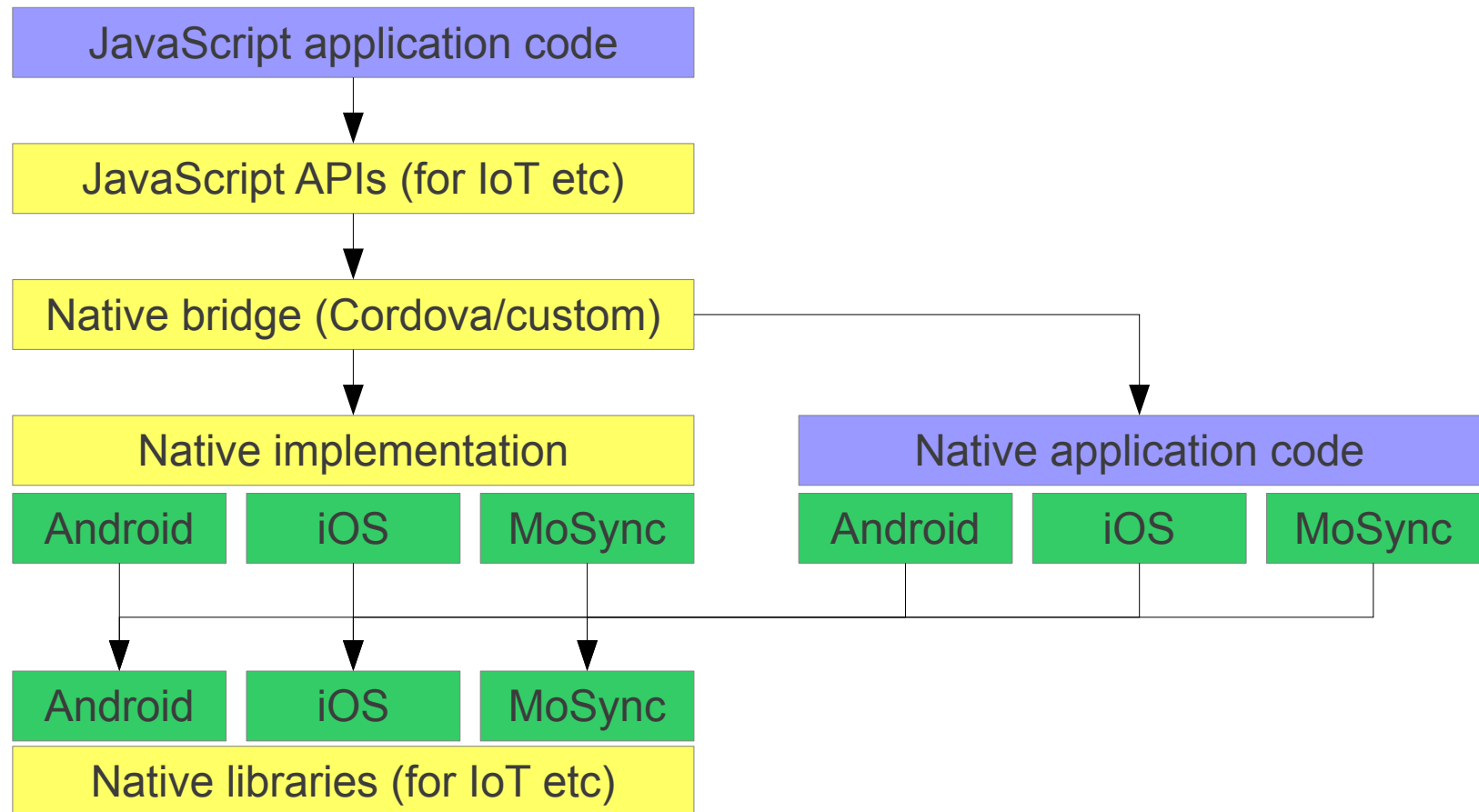


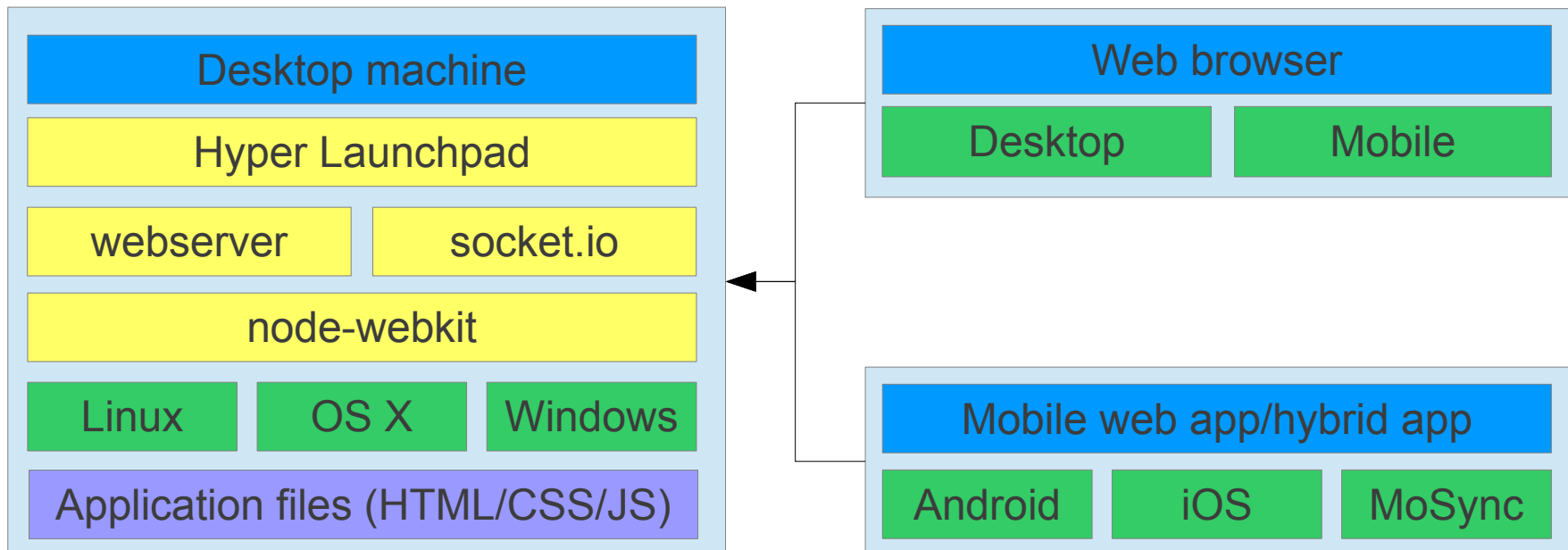
HyperReload Architecture

- Based on JavaScript
- Works with any browser / web widget
- Opinionated towards desktop development tools (assumes developers wish to use familiar desktop tools, rather than cloud IDEs)
- Works with any IDE, editor, graphical editor
- Automatic reload on file updates
- Main HTML file used as app entry point

Mobile App Architecture



Server/Client Architecture



Insertion Methods

socket.io code is inserted in the requested main HTML file by one of the following methods:

```
<script src="/reloader"></script>
```

```
<!--hyper.reloader-->
```

Automatic insert:

- after </title>
- before </head>
- after <body>
- before </body>

It is socket.io that listens for updates from the server.

Each time a page is reloaded, the previous connection closes and a new connection opens on page load.

Connecting to the Launchpad

In an Android app:

```
mWebView.loadUrl("http://192.168.43.226:4042");
```

In a web browser:

```
http://192.168.43.226:4042
```

In JavaScript:

```
function DoConnect()  
{  
  var ip = document.getElementById("IpAddressField").value  
  localStorage.setItem('RecentIpAddress', ip)  
  window.location.assign('http://' + ip + ':4042')  
}
```