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SECTION 19: CONCURRENT CHAT & SPLIT-PANE UI (v3.6.0)

19.1 Concurrent Chat Overview

Industry-first feature allowing users to run multiple AI conversations simultaneously with split-pane interface.

19.2 Concurrent Chat Database Schema

-- migrations/028_concurrent_chat.sql

```
CREATE TABLE concurrent_sessions (  
  id UUID PRIMARY KEY DEFAULT gen_random_uuid(),  
  tenant_id UUID NOT NULL REFERENCES tenants(id),  
  user_id UUID NOT NULL REFERENCES users(id),  
  session_name VARCHAR(100),  
  layout_config JSONB NOT NULL DEFAULT '{"type": "horizontal", "panes": []}',  
  max_panes INTEGER DEFAULT 4,  
  is_active BOOLEAN DEFAULT true,  
  created_at TIMESTAMPTZ NOT NULL DEFAULT CURRENT_TIMESTAMP,  
  updated_at TIMESTAMPTZ NOT NULL DEFAULT CURRENT_TIMESTAMP  
);  
  
CREATE TABLE concurrent_panes (  
  id UUID PRIMARY KEY DEFAULT gen_random_uuid(),  
  session_id UUID NOT NULL REFERENCES concurrent_sessions(id) ON DELETE CASCADE,  
  pane_index INTEGER NOT NULL,  
  chat_id UUID REFERENCES chats(id),  
  model VARCHAR(100),  
  status VARCHAR(20) DEFAULT 'idle',  
  last_activity TIMESTAMPTZ DEFAULT CURRENT_TIMESTAMP,  
  UNIQUE(session_id, pane_index)  
);
```

```

CREATE TABLE concurrent_sync_state (
  id UUID PRIMARY KEY DEFAULT gen_random_uuid(),
  session_id UUID NOT NULL REFERENCES concurrent_sessions(id) ON DELETE CASCADE,
  sync_mode VARCHAR(20) NOT NULL DEFAULT 'independent',
  shared_context TEXT,
  sync_cursor INTEGER DEFAULT 0,
  updated_at TIMESTAMPTZ NOT NULL DEFAULT CURRENT_TIMESTAMP
);

CREATE INDEX idx_concurrent_sessions_user ON concurrent_sessions(tenant_id, user_id);
CREATE INDEX idx_concurrent_panes_session ON concurrent_panes(session_id);

ALTER TABLE concurrent_sessions ENABLE ROW LEVEL SECURITY;
ALTER TABLE concurrent_panes ENABLE ROW LEVEL SECURITY;
ALTER TABLE concurrent_sync_state ENABLE ROW LEVEL SECURITY;

CREATE POLICY concurrent_sessions_isolation ON concurrent_sessions USING (tenant_id = current_setting('app.current_tenant_id'));
CREATE POLICY concurrent_panes_isolation ON concurrent_panes USING (
  session_id IN (SELECT id FROM concurrent_sessions WHERE tenant_id = current_setting('app.current_tenant_id'))
);
CREATE POLICY concurrent_sync_isolation ON concurrent_sync_state USING (
  session_id IN (SELECT id FROM concurrent_sessions WHERE tenant_id = current_setting('app.current_tenant_id'))
);

```

19.3 Concurrent Session Manager

```
// packages/core/src/services/concurrent-session-manager.ts
```

```

import { Pool } from 'pg';

interface LayoutConfig {
  type: 'horizontal' | 'vertical' | 'grid';
  panes: PaneConfig[];
}

interface PaneConfig {
  id: string;
  size: number;
  model?: string;
  chatId?: string;
}

export class ConcurrentSessionManager {
  private pool: Pool;

  constructor(pool: Pool) {
    this.pool = pool;
  }

```

```

}

async createSession(
  tenantId: string,
  userId: string,
  name?: string,
  initialPanes: number = 2
): Promise<string> {
  const layout: LayoutConfig = {
    type: 'horizontal',
    panes: Array(initialPanes).fill(null).map((_, i) => ({
      id: `pane-${i}`,
      size: 100 / initialPanes
    })))
  };

  const result = await this.pool.query(`
    INSERT INTO concurrent_sessions (tenant_id, user_id, session_name, layout_config)
    VALUES ($1, $2, $3, $4)
    RETURNING id
  `, [tenantId, userId, name, JSON.stringify(layout)]);

  const sessionId = result.rows[0].id;

  // Create pane records
  for (let i = 0; i < initialPanes; i++) {
    await this.pool.query(`
      INSERT INTO concurrent_panes (session_id, pane_index)
      VALUES ($1, $2)
    `, [sessionId, i]);
  }

  // Create sync state
  await this.pool.query(`
    INSERT INTO concurrent_sync_state (session_id)
    VALUES ($1)
  `, [sessionId]);

  return sessionId;
}

async addPane(sessionId: string, model?: string): Promise<number> {
  const session = await this.getSession(sessionId);
  if (session.layout_config.panes.length >= session.max_panes) {
    throw new Error('Maximum panes reached');
  }

  const newIndex = session.layout_config.panes.length;

```

```

    await this.pool.query(`
        INSERT INTO concurrent_panes (session_id, pane_index, model)
        VALUES ($1, $2, $3)
    `, [sessionId, newIndex, model]);

    // Update layout
    const newLayout = {
        ...session.layout_config,
        panes: [...session.layout_config.panes, { id: `pane-${newIndex}`, size: 100 / (newPan
    }];

    // Rebalance sizes
    const equalSize = 100 / newLayout.panes.length;
    newLayout.panes = newLayout.panes.map(p => ({ ...p, size: equalSize }));

    await this.pool.query(`
        UPDATE concurrent_sessions SET layout_config = $2, updated_at = NOW() WHERE id = $1
    `, [sessionId, JSON.stringify(newLayout)]);

    return newIndex;
}

async removePane(sessionId: string, paneIndex: number): Promise<void> {
    await this.pool.query(`DELETE FROM concurrent_panes WHERE session_id = $1 AND pane_index = $2`);

    // Reindex remaining panes
    await this.pool.query(`
        UPDATE concurrent_panes
        SET pane_index = pane_index - 1
        WHERE session_id = $1 AND pane_index > $2
    `, [sessionId, paneIndex]);

    // Update layout
    const session = await this.getSession(sessionId);
    const newPanes = session.layout_config.panes.filter((_, i) => i !== paneIndex);
    const equalSize = 100 / newPanes.length;

    await this.pool.query(`
        UPDATE concurrent_sessions
        SET layout_config = $2, updated_at = NOW()
        WHERE id = $1
    `, [sessionId, JSON.stringify({ ...session.layout_config, panes: newPanes.map(p => ({
}

async updatePaneModel(sessionId: string, paneIndex: number, model: string): Promise<void> {
    await this.pool.query(`
        UPDATE concurrent_panes SET model = $3 WHERE session_id = $1 AND pane_index = $2
    `);
}

```

```

        `, [sessionId, paneIndex, model]));
    }

    async setSyncMode(sessionId: string, mode: 'independent' | 'synchronized' | 'broadcast'): Promise<void> {
        await this.pool.query(`
            UPDATE concurrent_sync_state SET sync_mode = $2, updated_at = NOW() WHERE session_id = $1
        `, [sessionId, mode]);
    }

    async getSession(sessionId: string) {
        const result = await this.pool.query(`SELECT * FROM concurrent_sessions WHERE id = $1`);
        return result.rows[0];
    }

    async getPanes(sessionId: string) {
        const result = await this.pool.query(`
            SELECT * FROM concurrent_panes WHERE session_id = $1 ORDER BY pane_index
        `, [sessionId]);
        return result.rows;
    }
}

```

19.4 Split-Pane React Component

// apps/admin-dashboard/src/components/concurrent/SplitPane.tsx

```

'use client';

import React, { useState, useCallback, useRef } from 'react';
import { useQuery, useMutation, useQueryClient } from '@tanstack/react-query';
import { Card, CardContent, CardHeader, CardTitle } from '@components/ui/card';
import { Button } from '@components/ui/button';
import { Select, SelectContent, SelectItem, SelectTrigger, SelectValue } from '@components/ui/select';
import { Plus, X, ArrowLeftRight, ArrowUpDown, Grid } from 'lucide-react';

interface Pane {
    id: string;
    paneIndex: number;
    chatId?: string;
    model?: string;
    status: string;
}

interface SplitPaneProps {
    sessionId: string;
    onSendMessage: (paneIndex: number, message: string) => void;
}

```

```

export function SplitPane({ sessionId, onSendMessage }: SplitPaneProps) {
  const queryClient = useQueryClient();
  const [layout, setLayout] = useState<'horizontal' | 'vertical' | 'grid'>('horizontal');
  const [sizes, setSizes] = useState<number[]>([]);
  const containerRef = useRef<HTMLDivElement>(null);

  const { data: session } = useQuery({
    queryKey: ['concurrent-session', sessionId],
    queryFn: async () => {
      const res = await fetch(`/api/admin/concurrent/${sessionId}`);
      return res.json();
    }
  });

  const { data: panes = [] } = useQuery({
    queryKey: ['concurrent-panes', sessionId],
    queryFn: async () => {
      const res = await fetch(`/api/admin/concurrent/${sessionId}/panes`);
      return res.json();
    }
  });

  const addPaneMutation = useMutation({
    mutationFn: async () => {
      const res = await fetch(`/api/admin/concurrent/${sessionId}/panes`, { method: 'POST' });
      return res.json();
    },
    onSuccess: () => queryClient.invalidateQueries({ queryKey: ['concurrent-panes', sessionId] });
  });

  const removePaneMutation = useMutation({
    mutationFn: async (paneIndex: number) => {
      await fetch(`/api/admin/concurrent/${sessionId}/panes/${paneIndex}`, { method: 'DELETE' });
    },
    onSuccess: () => queryClient.invalidateQueries({ queryKey: ['concurrent-panes', sessionId] });
  });

  const updateModelMutation = useMutation({
    mutationFn: async ({ paneIndex, model }: { paneIndex: number; model: string }) => {
      await fetch(`/api/admin/concurrent/${sessionId}/panes/${paneIndex}`, {
        method: 'PATCH',
        headers: { 'Content-Type': 'application/json' },
        body: JSON.stringify({ model })
      });
    },
    onSuccess: () => queryClient.invalidateQueries({ queryKey: ['concurrent-panes', sessionId] });
  });
}

```

```

const handleResize = useCallback((index: number, delta: number) => {
  setSizes(prev => {
    const newSizes = [...prev];
    newSizes[index] = Math.max(10, Math.min(90, newSizes[index] + delta));
    newSizes[index + 1] = Math.max(10, Math.min(90, newSizes[index + 1] - delta));
    return newSizes;
  });
}, []);

const getLayoutClasses = () => {
  switch (layout) {
    case 'vertical': return 'flex-col';
    case 'grid': return 'grid grid-cols-2';
    default: return 'flex-row';
  }
};

return (
  <div className="h-full flex flex-col">
    <div className="flex items-center justify-between p-2 border-b bg-gray-50">
      <div className="flex items-center gap-2">
        <Button
          variant={layout === 'horizontal' ? 'default' : 'outline'}
          size="sm"
          onClick={() => setLayout('horizontal')}
        >
          <ArrowLeftRight className="h-4 w-4" />
        </Button>
        <Button
          variant={layout === 'vertical' ? 'default' : 'outline'}
          size="sm"
          onClick={() => setLayout('vertical')}
        >
          <ArrowUpDown className="h-4 w-4" />
        </Button>
        <Button
          variant={layout === 'grid' ? 'default' : 'outline'}
          size="sm"
          onClick={() => setLayout('grid')}
        >
          <Grid className="h-4 w-4" />
        </Button>
      </div>
    </div>
    <Button
      size="sm"
      onClick={() => addPaneMutation.mutate()}
    >

```

```

        disabled={panes.length >= 4}
      >
        <Plus className="h-4 w-4 mr-1" /> Add Pane
      </Button>
    </div>

    {/* Panes Container */}
    <div ref={containerRef} className={`flex-1 flex ${getLayoutClasses()} gap-1 p-1`} >
      {panes.map((pane: Pane, index: number) => (
        <React.Fragment key={pane.id}>
          <div
            className="flex-1 min-w-0 border rounded-lg overflow-hidden"
            style={{ flex: sizes[index] ? `0 0 ${sizes[index]}%` : 1 }}
          >
            <PaneContent
              pane={pane}
              onRemove={() => removePaneMutation.mutate(pane.paneIndex)}
              onModelChange={(model) => updateModelMutation.mutate({ paneIndex: pane.paneIndex, model })}
              onSendMessage={(message) => onSendMessage(pane.paneIndex, message)}
              canRemove={panes.length > 1}
            />
          </div>
          {index < panes.length - 1 && layout !== 'grid' && (
            <div
              className={`-${layout} === 'horizontal' ? 'w-1 cursor-col-resize' : ''}`}
              onMouseDown={(e) => {
                const startPos = layout === 'horizontal' ? e.clientX : e.clientY;
                const onMouseMove = (moveEvent: MouseEvent) => {
                  const currentPos = layout === 'horizontal' ? moveEvent.clientX : moveEvent.clientY;
                  handleResize(index, (currentPos - startPos) / 5);
                };
                const onMouseUp = () => {
                  document.removeEventListener('mousemove', onMouseMove);
                  document.removeEventListener('mouseup', onMouseUp);
                };
                document.addEventListener('mousemove', onMouseMove);
                document.addEventListener('mouseup', onMouseUp);
              }}
            </div>
          )}
        </React.Fragment>
      )})}
    </div>
  </div>
);
}

interface PaneContentProps {

```



```

pane: Pane;
onRemove: () => void;
onModelChange: (model: string) => void;
onSendMessage: (message: string) => void;
canRemove: boolean;
}

function PaneContent({ pane, onRemove, onModelChange, onSendMessage, canRemove }: PaneContentProps) {
  const [input, setInput] = useState('');

  const models = [
    { id: 'claude-opus-4', name: 'Claude Opus 4' },
    { id: 'claude-sonnet-4', name: 'Claude Sonnet 4' },
    { id: 'gpt-4o', name: 'GPT-4o' },
    { id: 'grok-4', name: 'Grok 4' },
    { id: 'gemini-2', name: 'Gemini 2' }
  ];

  return (
    <div className="h-full flex flex-col">
      <div className="flex items-center justify-between p-2 border-b bg-white">
        <Select value={pane.model || ''} onValueChange={onModelChange}>
          <SelectTrigger className="w-40">
            <SelectValue placeholder="Select model" />
          </SelectTrigger>
          <SelectContent>
            {models.map(m => (
              <SelectItem key={m.id} value={m.id}>{m.name}</SelectItem>
            ))}
          </SelectContent>
        </Select>

        {canRemove && (
          <Button variant="ghost" size="sm" onClick={onRemove}>
            <X className="h-4 w-4" />
          </Button>
        )}
      </div>

      <div className="flex-1 overflow-auto p-4 bg-gray-50">
        <div className="text-gray-500 text-center">
          {pane.model ? `Ready to chat with ${pane.model}` : 'Select a model to start'}
        </div>
      </div>
    </div>
  );
}

```

```

    { /* Input */
    <div className="p-2 border-t bg-white">
      <div className="flex gap-2">
        <input
          type="text"
          value={input}
          onChange={(e) => setInput(e.target.value)}
          placeholder="Type a message..."
          className="flex-1 px-3 py-2 border rounded-lg"
          onKeyDown={(e) => {
            if (e.key === 'Enter' && input.trim()) {
              onSendMessage(input);
              setInput('');
            }
          }}
        />
        <Button
          onClick={() => {
            if (input.trim()) {
              onSendMessage(input);
              setInput('');
            }
          }}
        >
          Send
        </Button>
      </div>
    </div>
  </div>
);
}

```