Demo Building Chat client

1. Powershell – create basic solution structure

|  |
| --- |
| cd C:\MelbUserGroup  New-AzureService AzureNodeChatClient  Add-AzureNodeWebRole |

1. Install node packages

|  |
| --- |
| Cd C:\MelbUserGroup\AzureNodeChatClient\WebRole1  npm install azure  npm install node-static  npm install node-uuid  npm install socket.io |

1. Add socket.io folder and public folder and two helper files
2. Modify Server.js to serve out index.html as a static file and test by running app

|  |
| --- |
| var app = require('http').createServer(httpHandler);  app.listen(process.env.port || 4567);    var io = require('socket.io').listen(app);  // assuming io is the Socket.IO server object  io.configure(function () {  io.set("transports", ["xhr-polling"]);  io.set("polling duration", 10);  });  var fs = require('fs');  var dateHelper = require("./dateHelper");  var azureStorageHelper = require("./azureStorageHelper");  var static = require('node-static');  var file = new(static.Server)('./public');  function httpHandler (req, res) {  req.addListener('end', function () {  // Serve static files!  file.serve(req, res);  });  } |

Run node directly and get dependency errors…

|  |
| --- |
| Cd C:\MelbUserGroup\AzureNodeChatClient\WebRole1  node server.js  Cd C:\MelbUserGroup\AzureNodeChatClient\WebRole1  Start-AzureEmulator -launch |

1. Fix up the dependency errors

C:\MelbUserGroup\AzureNodeChatClient\WebRole1\node\_modules\node-static\lib\ node-static.js

NEED to add keys for storage account ro web.cloud.config

|  |
| --- |
| <appSettings>  <add key="AZURE\_STORAGE\_ACCOUNT" value="aidansstorage1" />  <add key="AZURE\_STORAGE\_ACCESS\_KEY" value="nXIhU4OVN3x5v+VKDkiAFp3eTduGNuU0yzkOQYEoGB5Eu4Y9wCZ9mra1C6W/hIhXSDMUhQzrcbu8nvgH1OC7dw==" />  </appSettings> |

|  |
| --- |
| //persist nick names  var nicknames = new Array();    //socket handlers...  io.sockets.on('connection', function (socket)  {  //send message to whoever just connected  socket.emit('welcome', { message: 'welcome to the chatroom please enter a nick name...',nick:'',date : dateHelper.CurrentDateAndTime() });  socket.on('user message', function (data) {  //back to self  var timestamp =dateHelper.CurrentDateAndTime();  socket.emit('update', { message: data, nick: socket.nickname, date : timestamp });  //send to everyone  socket.broadcast.emit('update', { message: data, nick: socket.nickname , date : timestamp});  azureStorageHelper.LogEntry(data,socket.nickname);  }  );  socket.on('nickname', function (nick) {  nicknames.push({name: nick});  nicknames[nick] = socket.nickname = nick;  socket.broadcast.emit('announcement', { message: nick + ' has joined!', date : dateHelper.CurrentDateAndTime() });  socket.emit('announcement', { message: nick + ' has joined !', date : dateHelper.CurrentDateAndTime() });  io.sockets.emit('nicknames', nicknames);  }  );  }  ); |

8.Run emulator

|  |
| --- |
| Cd C:\MelbUserGroup\AzureNodeChatClient\WebRole1  Start-AzureEmulator -launch |

To deploy

|  |
| --- |
| Cd C:\MelbUserGroup\AzureNodeChatClient\WebRole1  Import-AzurePublishSettings C:\Code\AzurePublishSettings\Aidan.publishsettings  Publish-AzureService –name AidoChatRoom –location "North Central US” -launch |