



SOCKET.IO 2.0 IS HERE

FEATURING THE FASTEST AND MOST RELIABLE
REAL-TIME ENGINE



It's teamwork, but
simpler, more
pleasant and more
productive.

ADS VIA CARBON

~/Projects/tweets/index.js

```
1. var io = require('socket.io')(80);
2. var cfg = require('./config.json');
3. var tw = require('node-tweet-stream')(cfg);
4. tw.track('socket.io');
5. tw.track('javascript');
6. tw.on('tweet', function(tweet){
7.   io.emit('tweet', tweet);
8. });
```

<https://your-node-app.com>

Tweets about **socket.io** and **javascript**



RT @JavaScriptKicks: Why you should isolate... [now](#)



RT @Suman_Mishra4: Day 16 of #301DaysOf... [now](#)



Développeur Fullstack (Node.js, Scala, ELM, e... [now](#)



RT @arunavaskar: huh! it cant be a #day27 u... [now](#)

Socket.IO enables real-time, bidirectional and event-based communication.

It works on every platform, browser or device, focusing equally on reliability and speed.



Real-time analytics

Push data to clients that gets represented as real-time counters, charts or logs.



Binary streaming

Starting in 1.0, it's possible to send any blob back and forth: image, audio, video.



Instant messaging and chat

Socket.IO's "Hello world" is a chat app in just a few lines of code.



Document collaboration

Allow users to concurrently edit a document and see each other's changes.

USED BY EVERYONE

From Microsoft Office, Yammer, Zendesk, Trello... to hackathon winners and little startups.

One of the most powerful JavaScript frameworks on GitHub, and most depended-upon npm module.

IMMENSELY POWERFUL, YET EASY TO USE

Our getting started guide will show you how to create lots of amazing applications in fewer than 200 lines of code.

We're not making that up. Get started [now](#).

JOIN THE COMMUNITY

Real-time help? Find us on [Slack](#)

Contribute code or report issues on [GitHub](#)

