

What it is?

It's a websocket transport layer where cross-platform components can exchange payload in real-time.

Download SignalTrade?

You can download SignalTrade API from GitHub site.

<https://github.com/atran76/wetrade>

atran76 committed 96826a0 now		
Microsoft.AspNet.SignalR.Client.dll	Add files via upload	
Newtonsoft.Json.dll	Add files via upload	
SignalTrade.dll	Add files via upload	

How to connect?

```
Channel.Instance.Connect(AgentName, AgentToken);
```

How to disconnect?

```
Channel.Instance.Disconnect ();
```

How to publish payload?

```
Channel.Instance.Publish<T>(Payload, To); // Where T is one of the 7 Pub/Sub events as described above.
```

How to subscribe payload?

```
Channel.Instance.Subscribe<T>(OnReceived); // Where T is one of the 7 Pub/Sub events as described above.
private void OnReceived (object sender, T e)
{
    var msg = e.Value;
}
```

How to integrate Signal Trade into your app?

Right click on your application file -> Add Reference -> Browse for the downloaded SignalTrade API.

You may have to add reference to Microsoft.AspNet.SignalR.Client from NuGet repository.

Types of Pub/Sub Events

SignalTrade has 7 events for your app to publish/subscribe to payload.

- AlgoSetupEvt
- TradeMapEvt
- ParentLevelEvt
- ChildLevelEvt
- OrdersLevelEvt
- AccountEvt

