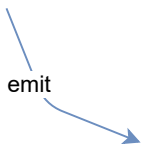
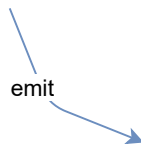


event(EventType, SessionUID, property, data)



event(EventType, SessionUID, property, data)



Websocket  
Listener

- Forwards each event immediately to the UI
- When a connection is established, the current Snapshot object is sent once



Snapshot  
Listener

- Saves every n min the current state to disk
- Restored once at relay startup