# Lattice Core

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# Lattice Core

Realtime-first web framework
Based on
Crystal, Kemal, WebSockets,
Baked File System, etc.

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**https://github.com/jasonl99**

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Realtime-first web framework

## Server-side:

- **Ruby-like** developer-friendly source code syntax
- **C-like speed**
- **Single compiled application binary**
- **Web assets bundled**
- **Browser session** connected to **server WebSocket**

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## Client-side:

- Multiple **users**
- Multiple **content subscriptions** per user session
- **Sessions/WebSockets** tied to content subscribers
- All subscribers' content areas **dynamically updated**

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**Lattice Core**
https://github.com/jasonl99/lattice-core

**Crystal-lang**
https://crystal-lang.org/

**Kemal**
http://kemalcr.com/

**Baked File System**
https://github.com/schovi/baked_file_system

**Card Game** (Example Lattice Core App)
https://github.com/jasonl99/card_game

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## Install Git

https://git-scm.com/

## Install Crystal

https://crystal-lang.org/docs/installation/index.html

## Clone Card Game

git clone https://github.com/jasonl99/card_game.git

## Update dependencies

shards update

## Compile App

crystal build --release src/card_game.cr

## [Optional] Deploy only binary

mkdir -p ../elsewhere
cp card_game ../elsewhere
cd ../elsewhere
# … or to AWS or etc.

## Run server binary

./card_game

## Browse Web App

http://0.0.0.0:3000/cardgame/<game_room>

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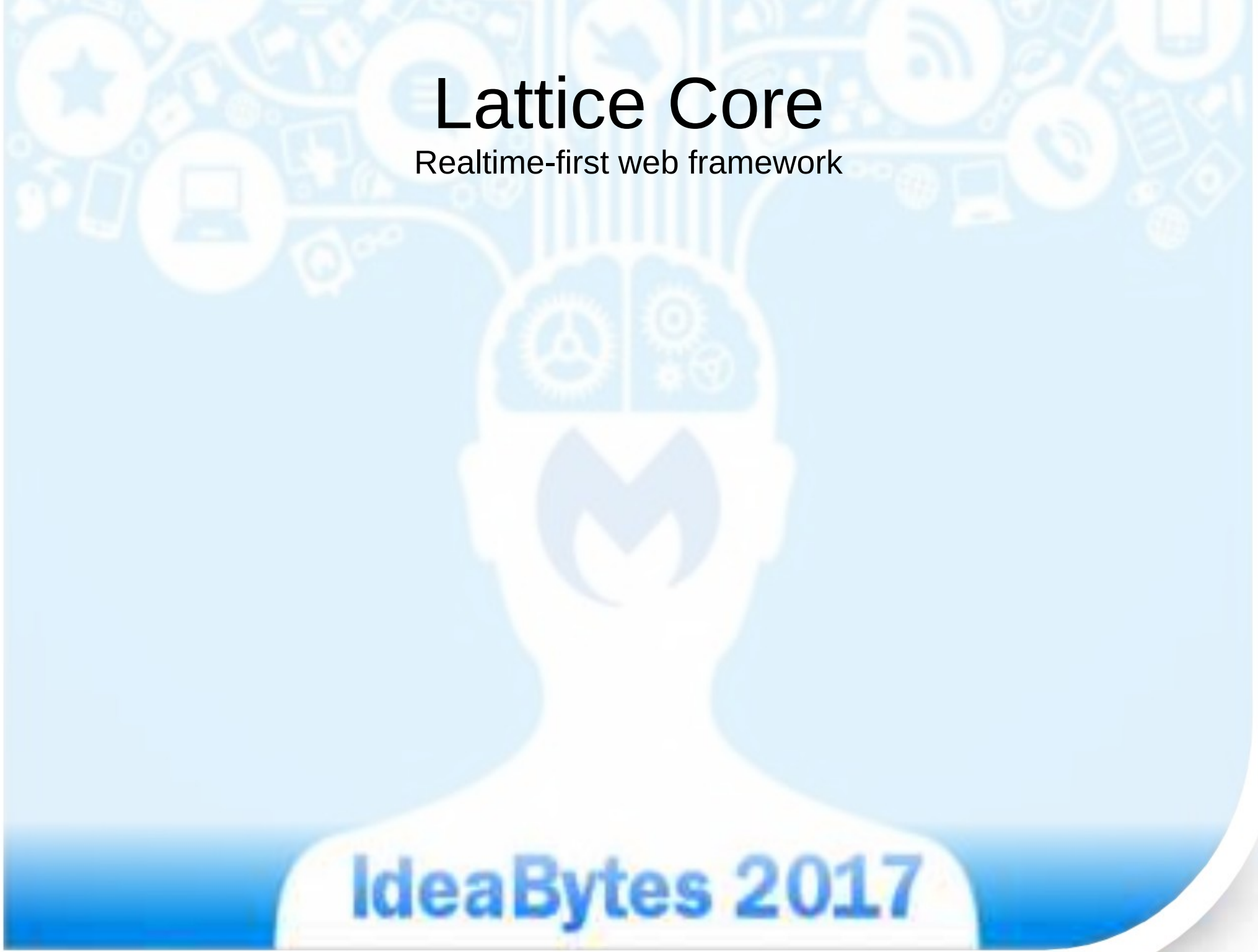

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Realtime-first web framework

Therefore, I think we should take
a deeper look at new technologies that are
**developer friendly** and **highly performant** like
**Lattice-core**, **Kemal**, **Crystal**, and **WebSockets**,
so that we can keep our
**developers productive** and our
**customers' experience zippy**.