

Lattice Core

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<https://github.com/drhuffman12/presentations/tree/master/lattice-core>

IdeaBytes 2017

Lattice Core

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

Jason Landry

<https://github.com/jasonl99>

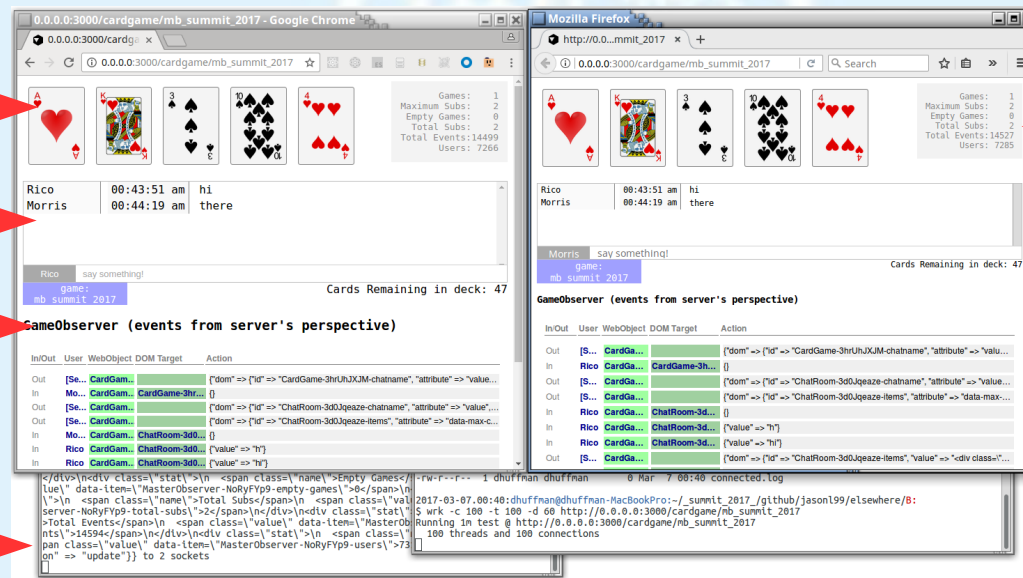
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LatticeCore.CardGame.mp4



Clickable Events

Chat Area

Event Log

App Server

Stats Counters of connections and events

Wrk to add MANY connections 'live'

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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**
- **Cross-platform (WIP)**

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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>`

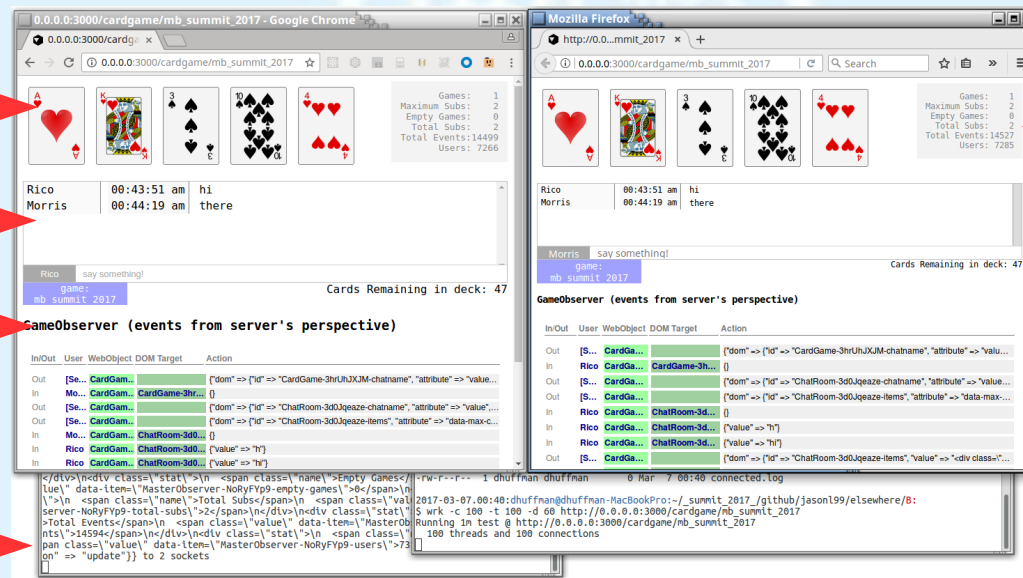
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Therefore, I think we should take a deeper look at new technologies that are **developer friendly** and **highly performant** like **Lattice-core**, **Kemal**, **Crystal**, and **WebSockets**, so that we can keep our **developers productive** and our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

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