What are the challenges of scaling websockets?

1. During the twiling hours, then how do we scale this?

2. Using a load balancer this is a must use

3. Usually use round-robin so that’s a given here

4.

**What are some common issues?**

A client connected to 1 server how does he get messages sent to another server here?

User A connected to server 1

User b to server 2

How do they talk?

We can use redis for this

1. server 1 forward msg to server 2 using redis here

2.

How does data synconiziation work when going online or offline?

What to do when the server reaches limit capacity?

- How does that work then?

User A connect to server 1 and then connect to server b here.

How do we scale a bunch of webscokets?

This is quite important here

-