**login and logout info** ( 2/23/14)

login and logout seems to work now, but I need to understand better to able to use user name to put on players or waiting and take available spot.

For now, I need some variables in fake.js, future it should go to server.

the players list, the waiting list

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**How login and logout works**

shell subscribe to ' ibet-login' and 'ibet-logout' events

$.gevent.subscribe( $container, **'ibet-login'**, onLogin ); $.gevent.subscribe( $container, **'ibet-logout'**, onLogout );

onLogin()

click on 'Please sign-in' btn =>

if ( user.get\_is\_anon() ) {

user\_name = **prompt**( 'Please sign-in' );

ibet.model.people.login( user\_name );

jqueryMap.$acct.text( '**... processing ...**' );

}

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**I) login**

model.**people.login**(user\_name)

login = function ( name ) {

var sio = isFakeData ? ibet.fake.mockSio : ibet.data.getSio();

stateMap.user = **makePerson**({

cid : makeCid(),

css\_map : {top : 25, left : 25, 'background-color':'#8f8'},

name : name

});

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**1) send 'adduser'** event to server

sio.on( '**userupdate**', completeLogin );

**sio.emit( 'adduser'**, {

cid : stateMap.user.cid,

css\_map : stateMap.user.css\_map,

name : stateMap.user.name

});

};

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**1.1) send to server**  ( 'adduser' or 'userupdate') events in Fake.js

emit\_sio = function ( msg\_type, data ) {

var person\_map, i;

// **respond to 'adduser' event with 'userupdate'**

// callback after a 3s delay

//

if ( msg\_type === '**adduser**' && callback\_map.userupdate ) {

setTimeout( function () {

person\_map = {

\_id : **makeFakeId(**),

name : data.name,

css\_map : data.css\_map

};

// save user person in peopleList in Fake server array

**peopleList.**push( person\_map );

callback\_map.**userupdat**e([ person\_map ]);

}, 3000 );

}

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**1.2 call completeLogin**() in model

**callbak\_map.userupdate**([person\_map])

=>

sio.on( 'userupdate', **completeLogin )**;

when user click 'Please signin' => call model.people.login()

**completeLogin** = function ( user\_list ) {

var user\_map = user\_list[ 0 ];

delete stateMap.people\_cid\_map[ user\_map.cid ];

stateMap.user.cid = user\_map.\_id;

stateMap.user.id = user\_map.\_id;

stateMap.user.css\_map = user\_map.css\_map;

stateMap.people\_cid\_map[ user\_map.\_id ] = stateMap.user;

// When we add chat, we should join here

$.gevent.publish( 'ibet-login', [ stateMap.user ] );

};

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**1.3 call onLogin()** in shell

Shell subscribe to 'ibet-login' event with onLogin() callback on L 164 shell

this is where I should update user to Avartar, and players or waiting list

**onLogin** = function ( event, login\_user ) {

jqueryMap**.$acct.text( login\_user.name );**

};

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**2) Fake server**

**-) peopleList** = [ 'kieu', richard, ...]

-) fakeIdSerial = 5;

**makeFakeId** = function () {

return 'id\_' + String( fakeIdSerial++ );

};

**-) callback\_map = {}**

// to save all the server callback functions, so it can be used

in emit\_sio function

// set callback \_map here

**mockSio** = (function () {

var on\_sio, emit\_sio, emit\_mock\_msg,

send\_listchange, listchange\_idto,

callback\_map = {};

**on\_sio** = function ( msg\_type, callback ) {

callback\_map**[ msg\_type ] = callback**;

};

// use callback\_map here

emit\_sio()

.....

};

peopleList.push( person\_map );

**callback\_map.userupdate([ person\_map ]);**

}, 3000 );

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