**problem with Socket.IO** (2/25/14)

in modele

//isFakeData = true,

isFakeData = false,

L 185

login = function ( name ) {

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

// it send to server with this

but it didn't get to completeLogin()

sio.emit( 'adduser', {

cid : stateMap.user.cid,

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

name : stateMap.user.name

});

Now I need to understand the server a lot more, before I can find the problem

problem solved

I need lib/chat.js in server,

**socket.on( 'adduser', function ( user\_map ) {**

crud.read(

'user',

{ name : user\_map.name },

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now I am going change /chat space to /bet space