Computer events flow

1

2

3

opens connection

Client (computer)

with server

Client

receives message

& message is

passed in the view

is checked

Motion type

4

5

the local state

Message is

passed to

View is animated!

```
const socket = io.connect(WEBSOCKET_URL)
```

```
this.socket.on('message', (data) => {
  this.store.dispatch(
    loadMotionsSuccess({
      motion: data,
    })
  );
});
```

```
switch (motion.type) {
    case 'orientation':
```

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    case 'orientation':
```