Computer events flow







opens connection

with server

Client (computer)

receives message

Client

passed in the view

& message is

is checked

Motion type





the local state

Message is

passed to

View is animated!



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

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







```
const socket = io.connect(WEBS0CKET_URL)
```

```
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```