# Computer events flow







### with server

# opens connection

# Client (computer)

### Client

# receives message

# & message is

### is checked

# Motion type

# passed in the view





# Message is

# passed to

### the local state

### 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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```