# Computer events flow







### with server

# opens connection

# Client (computer)

# receives message

### Client

# Motion type

# & message is

### is checked

# passed in the view





# Message is

# passed to

### the local state

### View is animated!

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



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











