Computer events flow







with server

opens connection

Client (computer)

Client

receives message

is checked

& message is

passed in the view

Motion type





passed to

the local state

Message is

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':







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