Computer events flow







with server

opens connection

Client (computer)

receives message

Client

Motion type

& message is

is checked

passed in the view





Message is

the local state

passed to

View is animated!

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



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







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

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