Mobile device events flow

Computer events flow

1

2

3

with server

Client (mobile

opens connection

device)

events

for device

sensor

JS listens

Sensor event

is fired

Client (computer)

Client

receives message

& message is

is checked

Motion type

passed in the view

4

5

device

moving

iS

message

is emitted

passed to

the local state

Message is

View is animated!

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

```
lightSensor.addEventListener('reading', () => { ...
```

```
socket.emit('drawing', message)
```

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

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