Computer events flow

1

2

3

with server

opens connection

Client (computer)

receives message

Client

passed in the view

is checked

& message is

Motion type

4

5

Message is

the local state

passed to

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':
```

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