Computer events flow







Client (computer)

with server

opens connection

receives message

Client

is checked

Motion type

& message is

passed in the view





the local state

passed to

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':







```
const socket = io.connect(WEBS0CKET_URL)
```