

Class Channel

Defined in: [Channel.js](#).

Class Summary

[Channel](#)(account)

A channel connects the client with a signaling server.

Field Summary

[implementInterface](#)

Channel Interface implementation declaration ('Model/Interfaces/ChannelInterface').

Method Summary

[addReceiveListener](#)(listener)

Adds a listener to receive messages.

[removeReceiveListener](#)(listener)

Removes a listener from the receivers list.

[send](#)(message)

Sends a message over the channel.

[start](#)()

Starts the channel: begins receiving messages, listens for server push or whatever.

[stop](#)()

Stops the channel: closes the channel connection and removes all listeners.

Class Detail

[Channel](#)(account)

A channel connects the client with a signaling server. It is used for transporting signaling messages between the client (peer) and a central server. Peers can send messages over the channel and register listeners to be notified on a message arrival. A Channel does not run its service after initialization. The service has to be started on 'start'.

Parameters:

{Account} **account**

- A channel account (Model/Domain/Account) of a user (Model/Domain/User). Every Account is bound to its channel. The channel will be injected with its own account.

Field Detail

[implementInterface](#)

Channel Interface implementation declaration ('Model/Interfaces/ChannelInterface'). The channel management checks for this declaration and will throw an Error, if the declaration is missing or functions are missing.

Method Detail

{boolean} [addReceiveListener](#)(listener)

Adds a listener to receive messages. Adds the listener only if it's not yet registered.

```
var listener = new MyClass(param1, param2);
listener.notify = function(message) { console.log(message); };

channel.addReceiveListener(listener);
```

Parameters:

{notify: function({ receiver: string; message:string })} **listener**
- An object implementing a notify(message) method

Returns:

{boolean} listener was added or not

removeReceiveListener(listener)

Removes a listener from the receivers list.

Parameters:

{notify: function({receiver: string; message: string })} **listener**
- An object implementing a notify(message) method

send(message)

Sends a message over the channel.

Parameters:

{receiver: string; message: string} **message**
- A message object

start()

Starts the channel: begins receiving messages, listens for server push or whatever.

stop()

Stops the channel: closes the channel connection and removes all listeners.
