

interaction Screen not registered

Screen

Screen Manager - Play!

1 : Hello

Here the server verify if it knows the mac address and if not, it sends a code associated to the mac addr. to the screen to use to register it through the website.

2 : Register the screen with this code

If the connection is lost between the two, the screen just has to try to reconnect and the server will again detect that the screen is not registered and give it the same code. So the screen must know to reconnect to the Screen Manager if the connection is lost.

interaction Screen registered - errors

Screen

Screen Manager - Play!

Flux Manager - Play!

1 : Hello, here is my mac addr

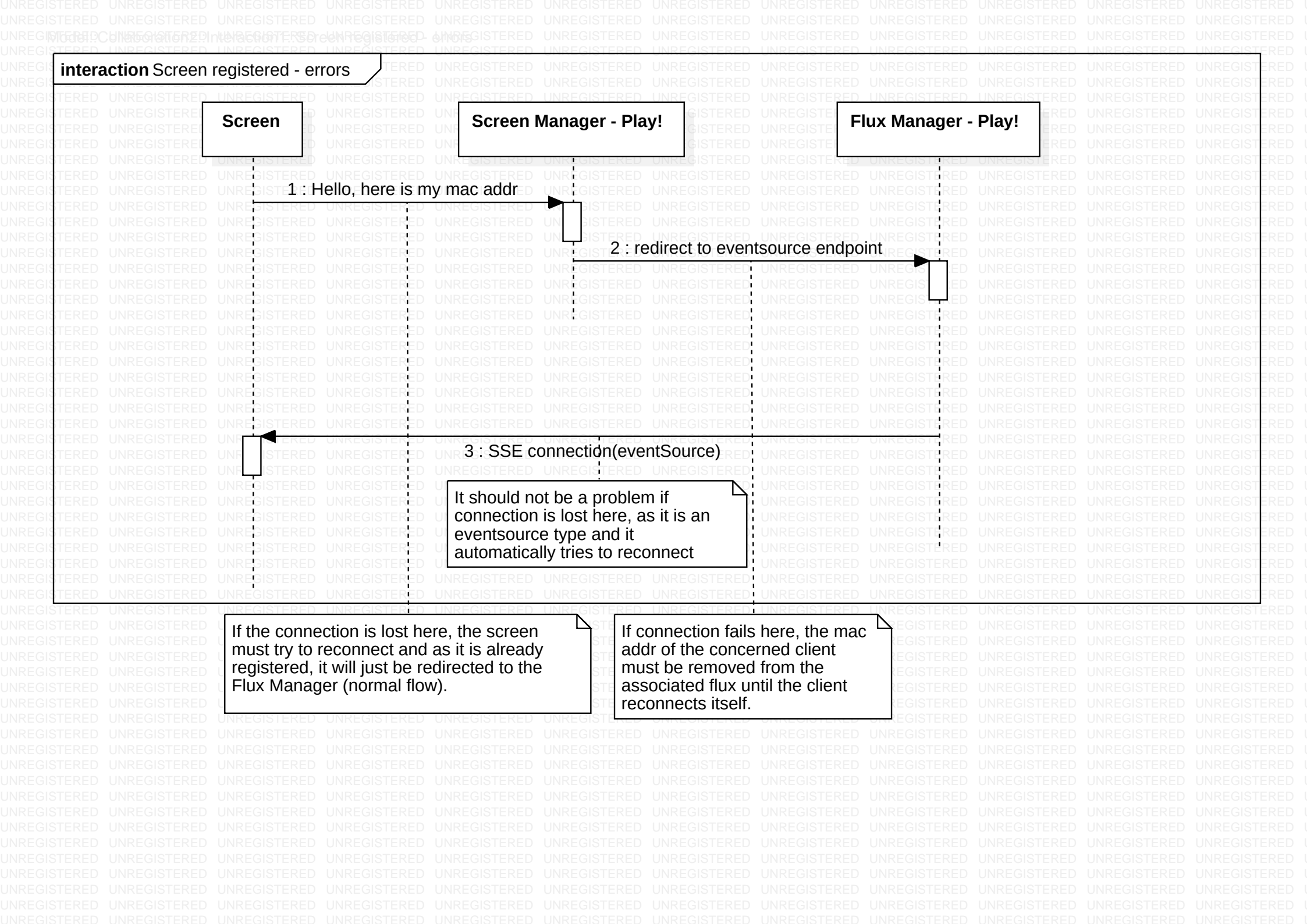
2 : redirect to eventsource endpoint

3 : SSE connection(eventSource)

It should not be a problem if connection is lost here, as it is an eventsource type and it automatically tries to reconnect

If the connection is lost here, the screen must try to reconnect and as it is already registered, it will just be redirected to the Flux Manager (normal flow).

If connection fails here, the mac addr of the concerned client must be removed from the associated flux until the client reconnects itself.



interaction Screen registered

Screen

Screen Manager - Play!

Flux Manager - Play!

1 : Hello, here is my mac addr

mac addr is known so
the screen is redirected

2 : redirect to eventsource endpoint

Before the redirection,
and if an active flux is
associated with the
screen, the mac addr. is
added to the list of
concerned screens. This
list is sent with each
event.

3 : SSE connection(eventSource)

With the data sent to the screen
containing the URL of the flux to
display, there is also the list of the
screens concerned, so each
screen can verify if must display
the event.