

# Chapter 80: Server-sent events

## Section 80.1: Setting up a basic event stream to the server

You can setup your client browser to listen in incoming server events using the EventSource object. You will need to supply the constructor a string of the path to the server' API endpoint the will subscribe the client to the server events.

Example:

```
var eventSource = new EventSource("api/my-events");
```

Events have names with which they are categorized and sent, and a listener must be setup to listen to each such event by name. the default event name is message and in order to listen to it you must use the appropriate event listener, `.onmessage`

```
evtSource.onmessage = function(event) {  
    var data = JSON.parse(event.data);  
    // do something with data  
}
```

The above function will run every time the server will push an event to the client. Data is sent as text/plain, if you send JSON data you may want to parse it.

## Section 80.2: Closing an event stream

An event stream to the server can be closed using the EventSource.`close()` method

```
var eventSource = new EventSource("api/my-events");  
// do things ...  
eventSource.close(); // you will not receive anymore events from this object
```

The `.close()` method does nothing is the stream is already closed.

## Section 80.3: Binding event listeners to EventSource

You can bind event listeners to the EventSource object to listen to different events channels using the `.addEventListener` method.

```
EventSource.addEventListener(name: String, callback: Function, [options])
```

**name:** The name related to the name of the channel the server is emitting events to.

**callback:** The callback function runs every time an event bound to the channel is emitted, the function provides the event as an argument.

**options:** Options that characterize the behavior of the event listener.

The following example shows a heartbeat event stream from the server, the server sends events on the heartbeat channel and this routine will always run when an event in accepted.

```
var eventSource = new EventSource("api/heartbeat");  
...
```

```
eventSource.addEventListener("heartbeat", function(event) {  
    var status = event.data;  
    if (status=='OK') {  
        // do something  
    }  
});
```