

Articles

This is the best overview of server sent events that I found: <https://ably.com/topic/server-sent-events>

Shopify's gave a great explanation of why they chose server sent events for a project and how they used it: <https://shopify.engineering/server-sent-events-data-streaming>

Another good overview from Digital Ocean:

<https://www.digitalocean.com/community/tutorials/nodejs-server-sent-events-build-realtime-app>

This Node how to was useful when creating the Express API: <https://blog.q-bit.me/how-to-use-nodejs-for-server-sent-events-sse>

This was useful for how to consume the ChatGPT API on the server and client though it does seem like the GPT API has changed significantly:

<https://betterprogramming.pub/openai-sse-sever-side-events-streaming-api-733b8ec32897>

Resources

The Better SSE project made it easier to send server sent events to the client:

<https://github.com/MatthewWid/better-sse>

This HTMX JavaScript framework has built in server sent event support: <https://htmx.org/>

Details on support for SSE in the ChatGPT API: <https://github.com/openai/openai-node#streaming-responses>

A simple SSE implementation in Astro: https://github.com/MicroWebStacks/astro-examples/tree/main/03_sse-counter

LaunchDarkly Resources

The EventSource polyfill (fork) for Node and browsers

<https://www.npmjs.com/package/launchdarkly-eventsource>

LaunchDarkly Server-side SSE Libraries:

- .NET: <https://github.com/launchdarkly/dotnet-eventsourcing>
- Java: <https://github.com/launchdarkly/okhttp-eventsourcing>
- Swift: <https://github.com/launchdarkly/swift-eventsourcing>
- Rust: <https://github.com/launchdarkly/rust-eventsourcing-client>
- Ruby: <https://github.com/launchdarkly/ruby-eventsourcing>
- Python: <https://github.com/launchdarkly/python-eventsourcing>