

JavaScript Wrapper Library

There is a JavaScript ES6 wrapper library that can be imported and contains a class that can be used to simplify the communication.

For access this reach out on developer@signal.tv

Class

Constructor

```
serverURL, type, clientVersion, currentSystem, ssl = false, logger = console
```

Methods

setSystem(string)

close()

send(object)

makeHeader(): object

connect(string)

Events

open

close

error: error

message: header, payload, event

disconnect

ping

Examples

An example of the library being imported and used when it is in the /modules/ subdirectory is as follows:

```
import _ServerSocket from './modules/serverSocket.js';

const serverURL = '127.0.0.1';
const APIVersion = '1.0.0';
const systemName = 'Demo';
const isSSL = false;
const type = 'Browser';

const Server = new _ServerSocket(serverURL, type, APIVersion, systemName, isSSL);

Server.addEventListener('message', event => {
  const [header, payload] = event.detail;
  socketDoMessage(header, payload);
});

Server.addEventListener('open', event => {
  Server.send({
    'command': 'register',
    'subscribe': ['flows', 'network', 'system', 'prompt']
  });
  document.getElementById('disconnected').classList.add('hidden');
});

Server.addEventListener('close', ()=>{
  const _logs = document.getElementById('logs');
  _logs.innerHTML = '<div class="logDisconnect">Disconnected</div>' + _logs.innerHTML;
  document.getElementById('disconnected').classList.remove('hidden')
});

function socketDoMessage(header, payload) {
  switch (payload.module) {
    case 'flows':
      doFlows(payload);
      break;
    case 'network':
      doNetwork(payload);
```

```
        break;
    case 'prompt':
        doPropmt(payload);
        break;
    case 'playback':
        doPlayback(payload);
        break;
    case 'system':
        doSystem(payload);
        break;
    default:
        break;
}
}

function doFlows(payload) {
    //doStuff
}

function doNetwork(payload) {
    //doStuff
}

function doPropmt(payload) {
    //doStuff
}

function doPlayback(payload) {
    //doStuff
}

function doSystem(payload) {
    //doStuff
}
```

Revision #1

Created 8 December 2024 03:59:41 by Admin

Updated 8 December 2024 03:59:41 by Admin