

Websocket Connections

The Sygnal API is websocket based. You can establish a connection to a sygnal device via the configured IP and port of the webGUI.

By the nature of being a websocket API there is no direct request-response model. However, in most cases when sending a request you should expect a single response.

For example, if you send a request to start a stream, this will then start the stream and then send an update to ALL connected API clients with the new state of the stream. In most cases when creating, updating or deleting an item this change will be sent to all clients that are subscribed, it will in most cases send an updated list of all items to give clients an opportunity to recover if there has been de-sync. For example, if you create a new stream, a list of all streams including the new one will be sent to all clients.

The general structures of the Sygnal applications are split into 'modules'. For example the teleprompter is its own module and all communication about it are flagged as part of the 'prompt' module. When opening a new API connection, you must 'register' as part of this you specify the modules you would like to send/receive messages from. This means you could write a plugin/extension for playback and not receive the unnecessary prompt messages. You could also use this as a way of separating out your communication or even multithreading workflows. There is no limit to subscribers to each module or to the origin of the subscribers. Meaning you could open 3 different prompt API connections, all 3 would receive all the prompt messages, but each one could be responsible for sending a different type of message.

There is a defined structure and methodology to the websocket message structure outlined in the next section.

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