

arnout kazemier

real-time web

@3rdEden

observe.it

www.observe.it

why?

increased time on
site

improved user
experience



browser

can I have an update?



server



browser

can I have an update?



I don't have anything



server



browser

can I have an update?



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can I have an update?



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can I have an update?



YES! <data>



server



browser



server



browser

can I have an update?



server



spinner control



the techniques

beside's polling



XHR & JSONP polling

can be used cross domain, JSONP connections usually use an iframe to post messages



iFrame / HTMLFile streaming

HTMLFile is used to hide the loading indicators as the connection with server is never closed so it can stream in new messages





iFrame / HTMLFile streaming

HTMLFile is used to hide the loading indicators as the connection with server is never closed so it can stream in new messages



Plugins, Java, Flash, Silverlight

everybody has this awesome bloatware installed



EventSource and multipart XHR

EventSource was actually implemented in Opera 9 and combined with XHR multi-part from firefox we got two good streaming read only solutions



window.name

used to create cross-domain browser transport, first used in Dojo

the future

could we improve these techniques

websockets

the good parts

light weight

it implements it own framing on top of TCP

draft-hixie-thewebsocketprotocol - XX

version	released	details
0	Jan 2009	Initial version
53	Oct 2009	Sub protocol
76	May 2010	

draft-ietf-hybi-thewebsocketprotocol - XX

version	released	details
1	Aug 2010	Binary support
4	Jan 2011	Security issues
14	Sep 2011	Versioning
RFC 6455	Dec 2011	Final

websockets

the bad parts





browser issues



Usage or detecting a HTTP proxy
(AutoProxyDiscovery) crashes < Safari
5.1.4 and Mobile Webkit

user agent sniff is the only solution for this =>



Writing to a closed WebSocket
connection can crash the browser & tabs

check for connection state with a `setTimeout`



3G connections can crash WebSocket

until netinfo API is supported you can't really detect if you are mobile network or not



Pressing ESC in Firefox will drop the established connection. Even after the page has fully loaded.

capture the event early and try to cancel it, but it's being fixed in next release



Sending invalid UTF-8 drops the connection

escape & encodeURI your data



TCP socket leaks in Chrome if you get disconnected from the internet

no way to detect, or to prevent, unless you disable WebSockets in Chrome



Firefox doesn't connect to `ws://` from a secure `https` page.

they call it a "feature", but I call it annoying



connection blocking



browser



firewall
anti-virus
plugins



server



**3% of all requests on port 4000
were blocked**

out of the unique 100k connections tested



**enterprise proxies usually block
everything except port
80,443,843**

and virus scanners usually target port 80 for scanning & blocking

BATTLEFIELD 3

HOME MULTIPLAYER - CO-OP - CAMPAIGN PLATOONS - NEWS FORUM

[Forum Start](#) > [English Forums - Battlelog Discussions](#) > [Problems with chat, invites and events? Read this!](#)

Problems with chat, invites and events? Read this!

< 1 2 - 15 >

TotenizerBATTLELOG  Enlisted: 2011-10-22

2011-10-25 12:08 , edited 2011-10-25 12:13 by Totenizer

Since beta we have made extensive testing with a lot of anti-virus programs to get around them blocking events and messages from being received by the browser.

We have done all these anti-virus program tests with standard installation with default settings. If you have an anti-virus program in "aggressive", "paranoia", "super safe" or the alike, then this could have an impact.

We are now doing new sets of tests based on the feedback we are getting from you all to be able to find out what anti-virus programs are blocking Battlelog from working with each anti-virus respectively. Therefor it is crucial that we get proper feedback on problems with realtime events.

First up:

Visit <http://www.adobe.com/software/flash/about/> [adobe.com] and make sure you have version 11 or an update available.

Update your anti-virus to the latest version

AVG, Bitdefender, Avast, and most other anti-virus programs offer free upgrades to the latest version. Do not use old versions. Old versions are not up to date and may block legit connections.

to minimize the impact use SSL
by default



if this is not possible fallback
from different ports

4000 → **843** → **80**

bad http proxy

reverse proxies like nginx, apache

Incompatible
hosting



go hybrid

dodge firewalls, bring the best from the past

transport fallback

websocket



plugins



htmlfile



xhr



jsonp

websocket



plugin



xhr



jsonp

~~fails~~

websocket



plugins



htmlfile



xhr



jsonp

websocket



nginx

1501

15010

existing solutions

wheel re-invention

● Engine.io does transport upgrading

● Socket.IO does transport downgrading

● Sock.js

● Xsockets (.net)

● APE push server and more ..

github

Search...

Explore Gist Blog Help

3rd-Eden

PUBLIC gameclosure / js.io

Unwatch 250

Code

Network

Pull Requests 3

Issues 10

Wiki

Javascript Networking Library for building real-time web applications
<http://js.io>



mgh authored 12 hours ago

js.io /

name	age	message
compilers	2 days ago	revert build directory name change [mgh]
docs	2 years ago	Add some text and pseudo example code for getting started with js.io [marcuswestin]
examples	2 years ago	Declare all iterator keys local, so that it doesn't pollute the globa... [marcuswestin]
packages	12 hours ago	handle failed imports [mgh]
scripts	3 years ago	iron_fist style enforcement script; first batch of uniformly-spaced [... [Mario]

I

```
demo # vim server.js
```

```
~/Sites/conferences/usergroup/demo 1 ↵
```

```
demo # █
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~/Sites/conferences/usergroup/deno/server.js [javascript]

18,4 Bot [Err: 18 #1]

0 server.js:18 col 5 error: Missing semicolon.~

[Location List]

Missing semicolon.

```
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~/Sites/conferences/usergroup/deno/server.js [+] [javascript]

18,6 Bot [Err: 18 #1]

0 server.js:18 col 5 error: Missing semicolon.~

[Location List]

^[

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~/Sites/conferences/usergroup/demo/server.js [+] [javascript]

18,5 Bot [Err: 18 #1]

0 server.js:18 col 5 error: Missing semicolon.~

[Location List]

1

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demo # vim server.js
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```
~/Sites/conferences/usergroup/demo 1 ↵
```

```
demo # ls
```

```
index.html  lib          logs.js      node_modules server.js    spam.js      tail.js
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demo # vim server.js
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```
demo # █
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~/Sites/conferences/usergroup/demo
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deno # vim server.js
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~/Sites/conferences/usergroup/demo 1 ↵
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deno # ls
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deno # vim server.js
```

```
~/Sites/conferences/usergroup/demo
```

```
deno # []
```

```
~/Sites/conferences/usergroup/demo
```

Last login: Fri Jun 15 13:02:31 on ttys001

```
~ # cd
```

```
demo # vim server.js
```

```
~/Sites/conferences/usergroup/demo 1 ↵
```

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demo # ls
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demo # node server.js
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Last login: Fri Jun 15 13:02:31 on ttys001

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index.html  lib      logs.js    node_modules  server.js  spam.js  
s          tail.js
```

```
demo # vim server.js
```

```
~/Sites/conferences/usergroup/demo
```

```
demo # node server.js
```

```
~/Sites/conferences/usergroup/demo
```

```
info - socket.io started
```

```
Last login: Fri Jun 15 13:02:31 on ttys001
```

```
~ # cd []
```

~ # cd []

demo # vim server.js

~/Sites/conferences/usengroup/demo 1 ↵

demo # ls

~/Sites/conferences/usengroup/demo

index.html lib logs.js node_modules server.js spam.js
s tail.js

demo # vim server.js

~/Sites/conferences/usengroup/demo

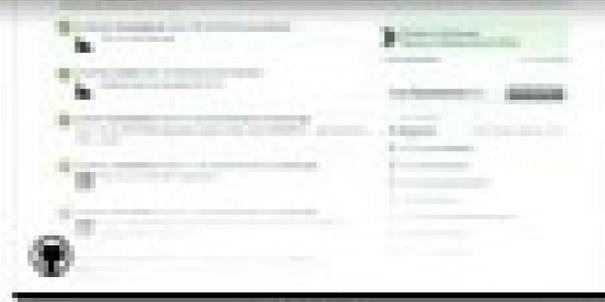
demo # node server.js

Info - socket.io started

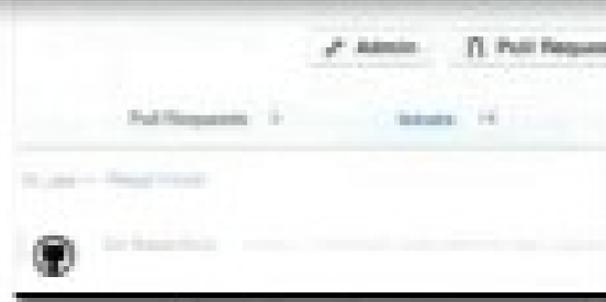


Google Chrome

- localhost:8080 - Stop, demo time
- loc - Google Search
- localhost:9000 - Oops! Google Chrome could not connect to localhost:9000
- localhost:3131 - Internal Server Error
- www.hotels.nl/amsterdam/casa/map/ - Location map Hotel Casa 400 Amsterdam, Amsterdam, Netherlands on Hotels.nl
- lockerz.com/s/217094791



GitHub



observing/square



LearnBoost/socket.io



Welcome, A



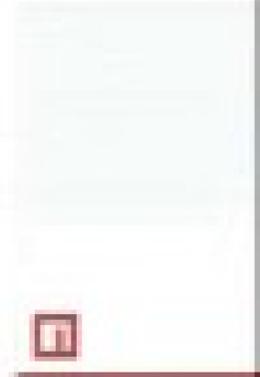
Swisscom Hospitality Service...



Hotelsnl/templates



node.js



npr

- Back
- Forward
- Reload

- Save As...
- Print...
- Translate to English
- View Page Source
- View Page Info

-  Edit Cookies
-  Share page with TweetDeck

- Inspect Element

```
demo # vim server.js
~/Sites/conferences/usergroup/demo 1 ↵
demo # ls
index.html  lib      logs.js  node_modules  server.js  spam.js
s          tail.js
demo # vim server.js
~/Sites/conferences/usergroup/demo
demo # node server.js
~/Sites/conferences/usergroup/demo
info - socket.io started
debug - served static content /socket.io.js
```

Last login: Fri Jun 15 13:02:31 on ttys001

~ # cd

I

~/Sites/

demo ~/ vim server.js

~/Sites/conferences/usergroup/demo 1 ↵

demo ~/ ls

~/Sites/conferences/usergroup/demo

index.html lib logs.js node_modules server.js spam.js
s tail.js

demo ~/ vim server.js

~/Sites/conferences/usergroup/demo

demo ~/ node server.js ~/Sites/conferences/usergroup/demo

Info - socket.io started

debug - served static content /socket.io.js

█

```
demo / vim server.js
```

```
~/Sites/conferences/usergroup/demo 1 ↵
```

```
demo / ls
```

```
~/Sites/conferences/usergroup/demo
```

```
index.html  lib      logs.js  node_modules  server.js  spam.js  
s          tail.js
```

```
demo / vim server.js
```

```
~/Sites/conferences/usergroup/demo
```

```
demo / node server.js
```

```
~/Sites/conferences/usergroup/demo
```

```
info - socket.io started
```

```
debug - served static content /socket.io.js
```

```
█
```

```
Last login: Fri Jun 15 13:02:31 on ttys001
```

```
~/ / cd Sites/conferences/
```

```
demo # vim server.js
~/Sites/conferences/usergroup/demo 1 ↵
demo # ls
~/Sites/conferences/usergroup/demo
index.html  lib      logs.js  node_modules  server.js  spam.js
s          tail.js
demo # vim server.js
~/Sites/conferences/usergroup/demo
demo # node server.js
~/Sites/conferences/usergroup/demo
info - socket.io started
debug - served static content /socket.io.js
```

```
Last login: Fri Jun 15 13:02:31 on ttys001
- # cd Sites/conferences/usergroup/
```

```
demo # vim server.js
~/Sites/conferences/usergroup/demo 1 ↵
demo # ls
index.html  lib      logs.js  node_modules  server.js  spam.js
s          tail.js
demo # vim server.js
~/Sites/conferences/usergroup/demo
demo # node server.js
~/Sites/conferences/usergroup/demo
info - socket.io started
debug - served static content /socket.io.js
[]
```

```
Last login: Fri Jun 15 13:02:31 on ttys001
~ # cd Sites/conferences/usergroup/demo
demo # |
```

```
demo # vim server.js
```

```
~/Sites/conferences/usergroup/demo 1 ↵
```

```
demo # ls
```

```
~/Sites/conferences/usergroup/demo
```

```
index.html  lib      logs.js  node_modules  server.js  spam.js  
s          tail.js
```

```
demo # vim server.js
```

```
~/Sites/conferences/usergroup/demo
```

```
demo # node server.js
```

```
~/Sites/conferences/usergroup/demo
```

```
info - socket.io started
```

```
debug - served static content /socket.io.js
```

```
█
```

```
Last login: Fri Jun 15 13:02:31 on ttys001
```

```
~ # cd Sites/conferences/usergroup/demo
```

```
demo # vim █
```

```
~/Sites/conferences/usergroup/demo
```

```
demo # vim server.js
~/Sites/conferences/usergroup/demo 1 ↵
demo # ls
index.html  lib          logs.js     node_modules server.js    spam.js
s          tail.js
demo # vim server.js
~/Sites/conferences/usergroup/demo
demo # node server.js
~/Sites/conferences/usergroup/demo
info - socket.io started
debug - served static content /socket.io.js
[]
```

```
Last login: Fri Jun 15 13:02:31 on ttys001
- # cd Sites/conferences/usergroup/demo
demo # vim index.html | ~/Sites/conferences/usergroup/demo
```

```
demo # vim server.js
~/Sites/conferences/usergroup/demo 1 ↵
demo # ls
index.html  lib          logs.js      node_modules server.js    spam.js
s          tail.js
demo # vim server.js
~/Sites/conferences/usergroup/demo
demo # node server.js
~/Sites/conferences/usergroup/demo
info - socket.io started
debug - served static content /socket.io.js
```

```
16 </doctype html>--
15 <html lang="en">--
14 <head>--
13   <meta charset="utf-8">--
12   <meta http-equiv="X-UA-Compatible" content="IE=edge,chrome=1">--
11   <title>Stop, demo time</title>--
10   <link rel="stylesheet" type="text/css" href="http://twitter.github
    b.com/bootstrap/assets/css/bootstrap.css">--
9   <script src="/lib/jquery.js"></script>--
8   <script src="/lib/underscore.js"></script>--
7   <script src="/lib/backbone.js"></script>--
6 </head>--
5 <body>--
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2   <script src="/socket.io/socket.io.js"></script>--
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index.html  lib          logs.js      node_modules server.js    spam.js
s          tail.js
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~/Sites/conferences/usergroup/demo
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~/Sites/conferences/usergroup/demo
info - socket.io started
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3   var   </script>--
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```

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demo # vim server.js
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demo # ls
index.html  lib          logs.js     node_modules server.js   spam.js
s          tail.js
demo # vim server.js
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demo # vim server.js
~/Sites/conferences/usengroup/demo 1 ↵
demo # ls
index.html  lib          logs.js      node_modules server.js    spam.js
s          tail.js
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~/Sites/conferences/usengroup/demo
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~/Sites/conferences/usengroup/demo
info - socket.io started
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```

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```
demo # vim server.js
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index.html  lib          logs.js      node_modules server.js    spam.js
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demo # ls
index.html  lib          logs.js      node_modules server.js    spam.js
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34     // do stuff--
35   </script>--
36   </body>--
37 </html>--
```

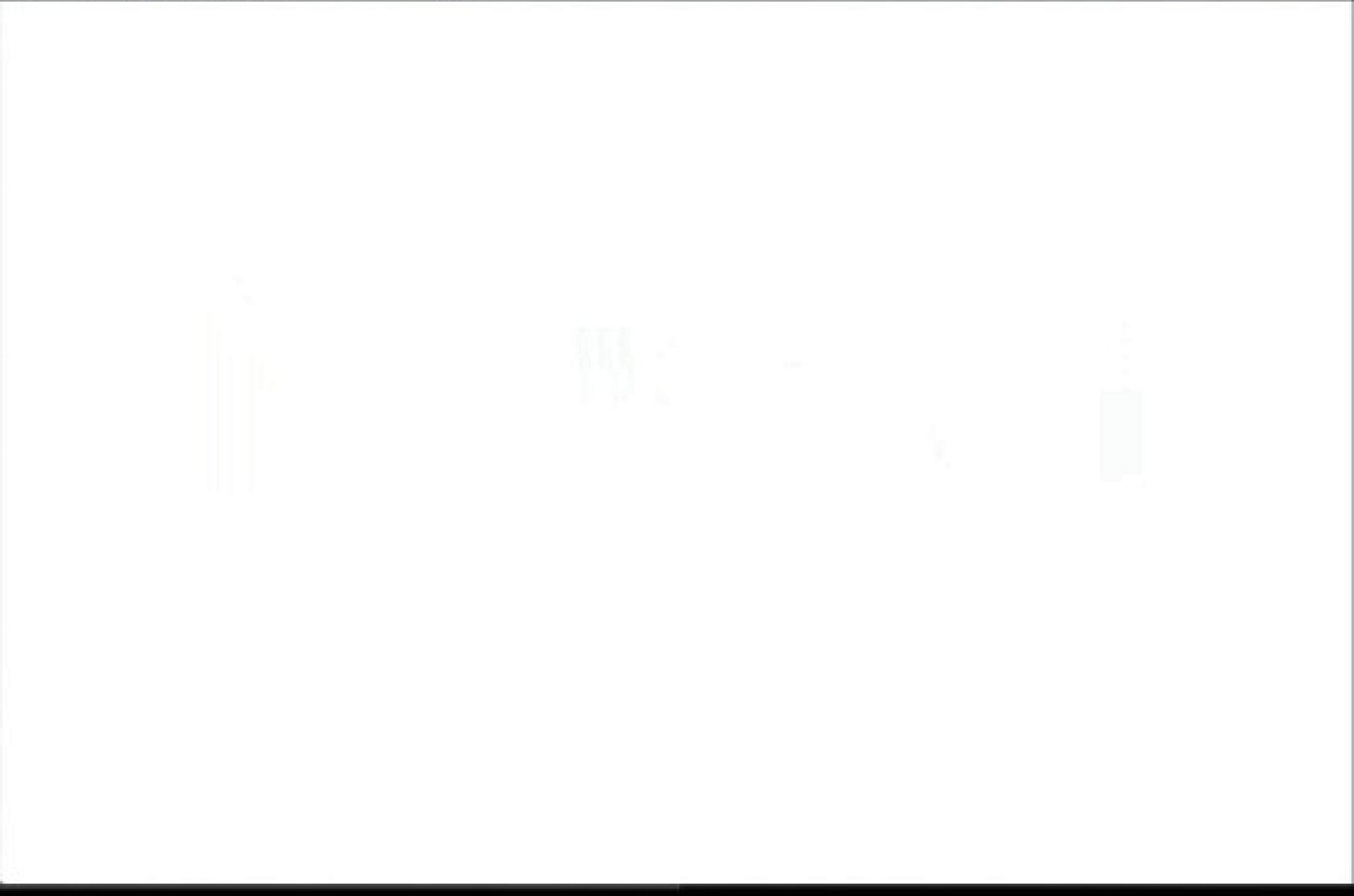
```
~/Sites/conferences/usergroup/demo/index.html [html] 18,3 All
"index.html" 22L, 630C written
```

```
demo # vim server.js
~/Sites/conferences/usergroup/demo 1
demo # ls
~/Sites/conferences/usergroup/demo
index.html  lib  logs.js  node_modules  server.js  spam.js
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demo # vim server.js
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```

```
Info - socket.io started
debug - served static c
```



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```



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~/Sites/conferences/usergroup/demo
info - socket.io started
debug - served static content /socket.io.js
```

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17 </doctype html>--
18 <html lang="en">--
19 <head>--
20   <meta charset="utf-8">--
21   <meta http-equiv="X-UA-Compatible" content="IE=edge,chrome=1">--
22   <title>Stop, demo time</title>--
23   <link rel="stylesheet" type="text/css" href="http://twitter.github
24     b.com/bootstrap/assets/css/bootstrap.css">--
25   <script src="/lib/jquery.js"></script>--
26   <script src="/lib/underscore.js"></script>--
27   <script src="/lib/backbone.js"></script>--
28 </head>--
29 <body>--
30   <div id="output"></div>--
31   <!-- socket.io serves the client file for you -->--
32   <script src="/socket.io/socket.io.js"></script>--
33   <script>--
34     // do stuff--
35     var socket = io.connect();--
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37 </body>--
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```

```
demo # vim server.js
~/Sites/conferences/usergroup/demo 1 ↵
demo # ls
index.html  lib  logs.js  node_modules  server.js  spam.js
tail.js
demo # vim server.js
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1     socket.on('connect', function () {--
0       console.log('connected!')--
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~/Sites/conferences/usergroup/demo 1
demo # ls
index.html lib logs.js node_modules server.js spam.js
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Info - socket.io started
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```

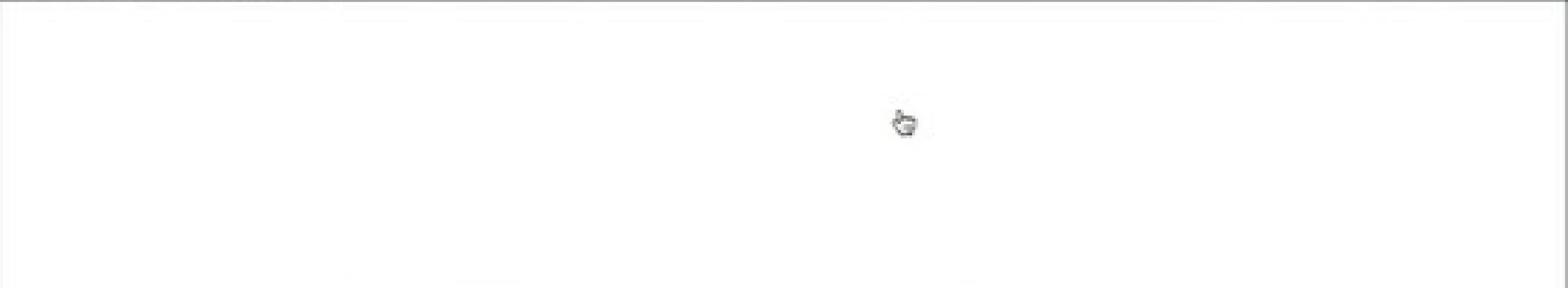
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Sending request...





Sending request...

Elements Resource > |

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4 <body>-
5   <div id="output"></div>-
6   <!-- socket.io serves the client file for you -->-
7   <script src="/socket.io/socket.io.js"></script>-
8   <script>-
9     // do stuff-
10    var socket = io.connect();-
11    -
12    socket.on('connect', function () {-
13      console.log('connection');-
14    -
15      socket.emit('messages', { data: 'pewpew' });-
16    });-
17    -
18  </script>-
19 </body>-
20 </html>-
```

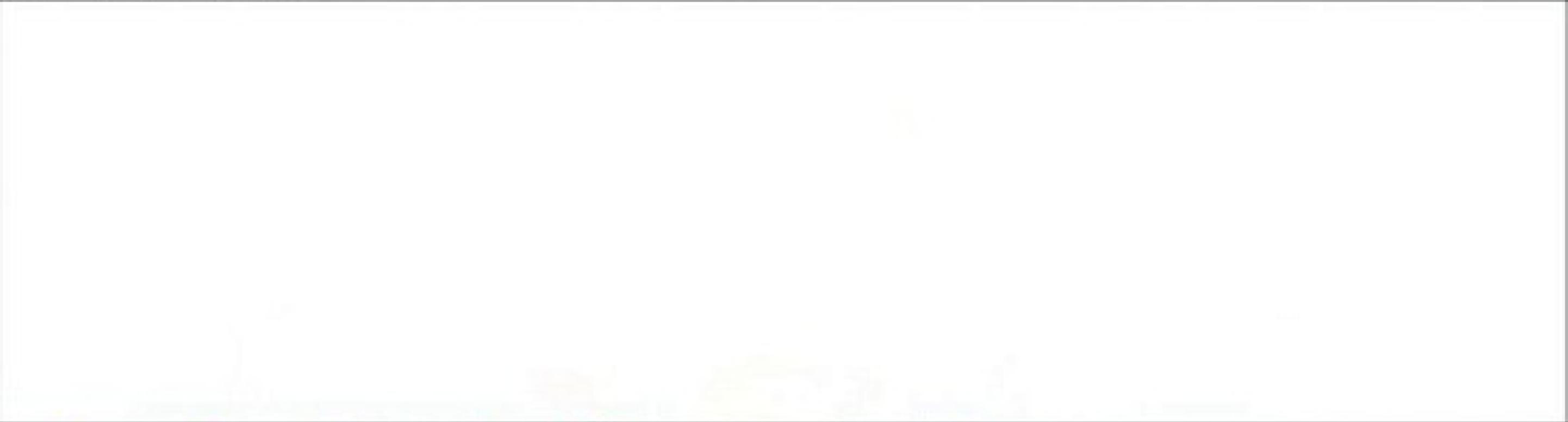
```
~/Sites/conferences/usergroup/demo/index.html [html] 7,3 All
"index.html" 27L, 649C written
```

```
demo # vim server.js
~/Sites/conferences/usergroup/demo 1 ↵
demo # ls
~/Sites/conferences/usergroup/demo
index.html  lib      logs.js  node_modules  server.js  spam.js
s          tail.js
demo # vim server.js
~/Sites/conferences/usergroup/demo
demo # node server.js
~/Sites/conferences/usergroup/demo
info - socket.io started
debug - served static c
debug - served static c
```

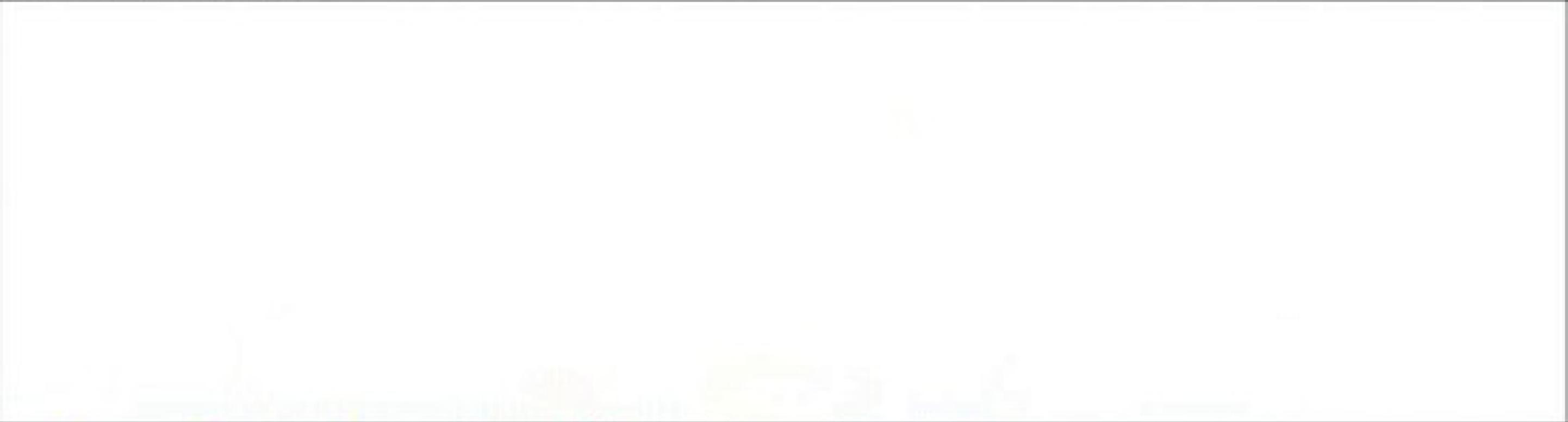
```
6 <!doctype html>-
5 <html lang="en">-
4 <head>-
3   <meta charset="utf-8">-
2   <meta http-equiv="X-UA-Compatible" content="IE=edge,chrome=1">-
1   <title>Stop, demo time</title>-
0   <script src="/lib/jquery.js"></script>-
1   <script src="/lib/underscore.js"></script>-
2   <script src="/lib/backbone.js"></script>-
3 </head>-
4 <body>-
5   <div id="output"></div>-
6   <!-- socket.io serves the client file for you -->-
7   <script src="/socket.io/socket.io.js"></script>-
8   <script>-
9     // do stuff-
10    var socket = io.connect();-
11 -
12    socket.on('connect', function () {-
13      console.log('connected!');-
14      // ...
15      socket.emit('say', 'hello');-
16    });-
17 -
18 </script>-
19 </body>-
20 </html>-
```

~/Sites/conferences/usergroup/demo/index.html [html] 7,3 All
"index.html" 27L, 649C written

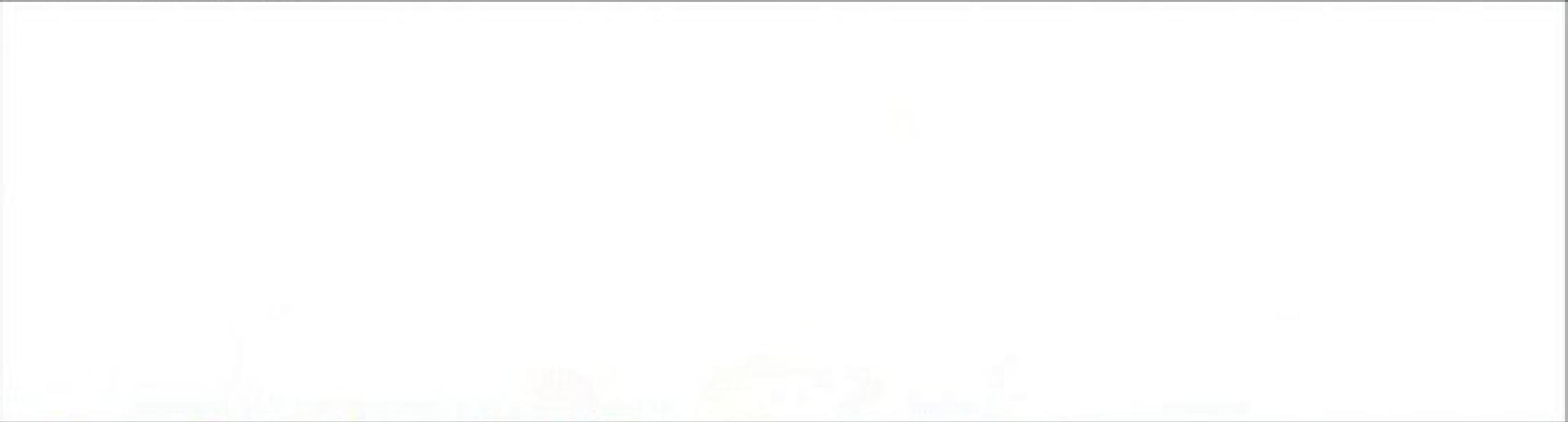




```
connection  
>
```



```
connection
```



```
connection  
,
```

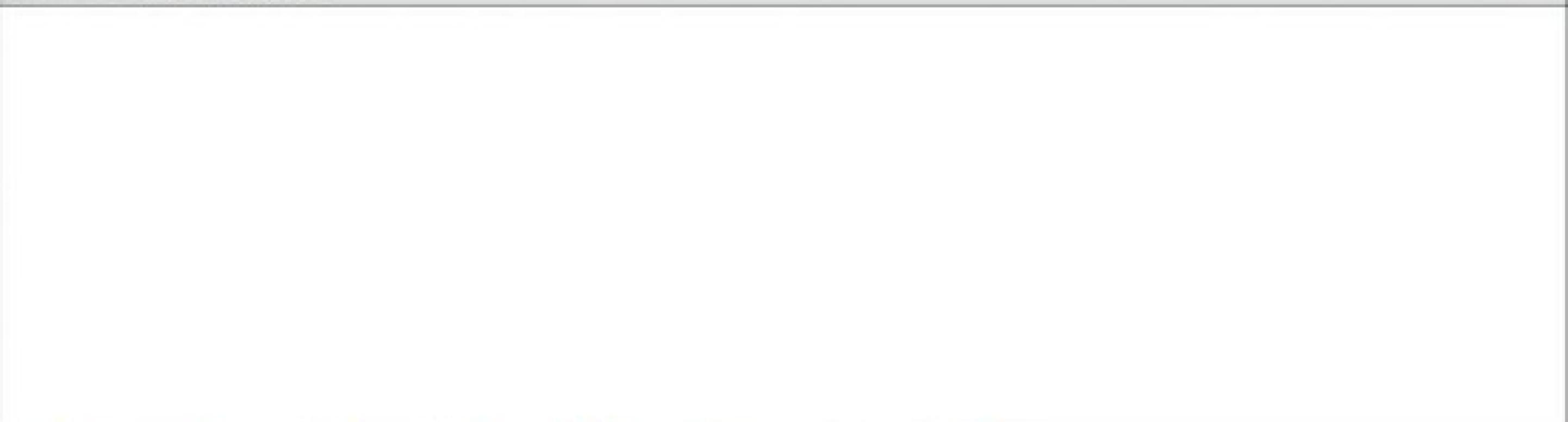


Name Path	Method	Status Text	Type	Initiator	Size Content	Time Latency	Timeline	79ms	119ms
:8080/	GET	200 OK	text/html	Other	9198 6498	10ms 8ms			
jquery.js /lib	GET	200 OK	application...	:8080/:7 Parser	268.34KB 268.08KB	32ms 6ms			
underscore.js /lib	GET	200 OK	application...	:8080/:7 Parser	36.78KB 36.51KB	14ms 6ms			
backbone.js /lib	GET	200 OK	application...	:8080/:7 Parser	52.17KB 51.91KB	19ms 5ms			
socket.io.js /socket.io	GET	200 OK	application...	:8080/:7 Parser	70.99KB 70.89KB	14ms 5ms			
:8080/socket.io/1/?t=1339767083004 /socket.io/1	GET	200 OK	text/plain	socket.io.js:1632 Script	1798 718	36ms 6ms			
17389445711632482806 /socket.io/1/websocket	GET	101 Switching Pro	Pending	Other	1278 0B	Pending			

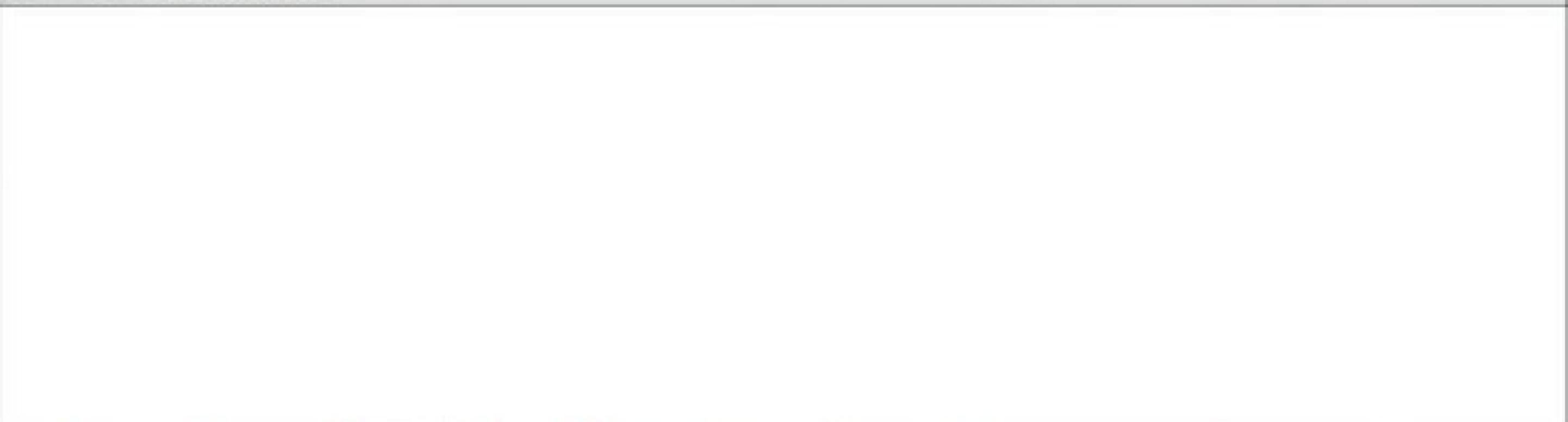


Name Path	Method	Status Text	Type	Initiator	Size Content	Time Latency	Timeline	79ms	119ms
:8080/	GET	200 OK	text/html	Other	9198 6498	10ms 8ms			
jquery.js /lib	GET	200 OK	application...	:8080/:7 Parser	268.34KB 268.08KB	32ms 6ms			
underscore.js /lib	GET	200 OK	application...	:8080/:7 Parser	36.78KB 36.51KB	14ms 6ms			
backbone.js /lib	GET	200 OK	application...	:8080/:7 Parser	52.17KB 51.91KB	19ms 5ms			
socket.io.js /socket.io	GET	200 OK	application...	:8080/:7 Parser	70.99KB 70.89KB	14ms 5ms			
:8080/socket.io/1/?t=1339767083004 /socket.io/1	GET	200 OK	text/plain	socket.io.js:1632 Script	1798 718	36ms 6ms			
17389445711632482806 /socket.io/1/websocket	GET	101 Switching Pro	Pending	Other	1278 0B	Pending			

Name Path	Method	Status Text	Type	Initiator	Size Content	Time Latency	Timeline	79ms	119ms
:8080/	GET	200 OK	text/html	Other	9198 6498	10ms 8ms			
jquery.js /lib	GET	200 OK	application...	:8080/:7 Parser	268.34KB 268.08KB	32ms 6ms			
underscore.js /lib	GET	200 OK	application...	:8080/:7 Parser	36.78KB 36.51KB	14ms 6ms			
backbone.js /lib	GET	200 OK	application...	:8080/:7 Parser	52.17KB 51.91KB	19ms 5ms			
socket.io.js /socket.io	GET	200 OK	application...	:8080/:7 Parser	70.99KB 70.89KB	14ms 5ms			
:8080/socket.io/1/?=1339767083004 /socket.io/1	GET	200 OK	text/plain	socket.io.js:1632 Script	1798 718	36ms 6ms			
17389445711632482806 /socket.io/1/websocket	GET	101 Switching Pro	Pending	Other	1278 0B	Pending			



Name Path	Method	Status Text	Type	Initiator	Size Content	Time Latency	Timeline	79ms	119ms
:8080/	GET	200 OK	text/html	Other	9198 6498	10ms 8ms			
jquery.js /lib	GET	200 OK	application...	:8080/:7 Parser	268.34KB 268.08KB	32ms 6ms			
underscore.js /lib	GET	200 OK	application...	:8080/:7 Parser	36.78KB 36.51KB	14ms 6ms			
backbone.js /lib	GET	200 OK	application...	:8080/:7 Parser	52.17KB 51.81KB	19ms 5ms			
socket.io.js /socket.io	GET	200 OK	application...	:8080/:7 Parser	70.99KB 70.89KB	14ms 5ms			
:8080/socket.io/1/?t=1339767083004 /socket.io/1	GET	200 OK	text/plain	socket.io.js:1632 Script	1798 718	36ms 6ms			
1738944571163248 /socket.io/1/websock		101 Switching Pro	Pending	Other	1278 0B	Pending			



Name	Path	Headers	Preview	Response	Timing
	:8080/				
	jquery.js /lib				
	underscore.js /lib				
	backbone.js /lib				
	socket.io.js /socket.io				
	:8080/socket.io/1/?t=1339767083004 /socket.io/1	Request URL: http://localhost:8080/socket.io/1/?t=1339767083004 Request Method: GET Status Code: 200 OK			
	17389445711632482806 /socket.io/1/websocket				



Name	Path	Headers	Preview	Response	Timing
	:8080/				
	jquery.js				
	lib				
	underscore.js				
	lib				
	backbone.js				
	lib				
	socket.io.js				
	socket.io				
	:8080/socket.io/1/?t=1339767083004				
	socket.io/1				
	17389445711632482806				
	socket.io/1/websocket				
7 requests 429.49KB transferred 317ms (onload: 316ms, DOM)					



Name	Path	Headers	Preview	Response	Timing
	:8080/				
	jquery.js				
	underscore.js				
	backbone.js				
	socket.io.js				
	:8080/socket.io/1/?t=1339767083004				
	17389445711632482806			17389445711632482806:60:60:websocket,htmlfile,xhr-polling,jsonp-polling	



Name	Path
	:8080/
	jquery.js /lib
	underscore.js /lib
	backbone.js /lib
	socket.io.js /socket.io
	:8080/socket.io/1/?t=1339767083004 /socket.io/1
	17389445711632482806 /socket.io/1/websocket

	Headers	Preview	Response	Timing
1	17389445711632482806:60:60:websocket htmlfile,xhr-polling,jsonp-polling			



Name	Path	Headers	Preview	Response	Timing
	:8080/				
	jquery.js				
	underscore.js				
	backbone.js				
	socket.io.js				
	:8080/socket.io/1/?t=1339767083004				
	17389445711632482806			websocket,htmlfile,shr-polling,jlongp-polling	



Name	Path
	:8080/
	jquery.js /lib
	underscore.js /lib
	backbone.js /lib
	socket.io.js /socket.io
	:8080/socket.io/1/?t=1339767083004 /socket.io/1
	17389445711632482806 /socket.io/1/websocket

headers Response Timing websocket,htmlfile,xhr-polling,jsonp-polling


```
3 tail.js
demo # vim server.js
~/Sites/conferences/usergroup/demo

demo # node server.js
~/Sites/conferences/usergroup/demo
info - socket.io started
debug - served static content /socket.io.js
debug - served static content /socket.io.js
debug - served static content /socket.io.js
debug - client authorized
info - handshake authorized 12710224381727453672
debug - setting request GET /socket.io/1/websocket/12710224381727453
672
debug - set heartbeat interval for client 12710224381727453672
debug - client authorized for
debug - websocket writing 1::
message { data: 'pewpew' }
info - transport end (undefined)
debug - set close timeout for client 12710224381727453672
debug - cleared close timeout for client 12710224381727453672
debug - cleared heartbeat interval for client 12710224381727453672
debug - discarding transport
debug - served static content /socket.io.js
debug - client authorized
info - handshake authorized 17389445711632482806
debug - setting request GET /socket.io/1/websocket/17389445711632482
806
debug - set heartbeat interval for client 17389445711632482806
debug - client authorized for
debug - websocket writing 1::
message { data: 'pewpew' }
debug - emitting heartbeat for client 17389445711632482806
debug - websocket writing 2::
debug - set heartbeat timeout for client 17389445711632482806
debug - got heartbeat packet
debug - cleared heartbeat timeout for client 17389445711632482806
debug - set heartbeat interval for client 17389445711632482806
debug - emitting heartbeat for client 17389445711632482806
debug - websocket writing 2::
debug - set heartbeat timeout for client 17389445711632482806
debug - got heartbeat packet
debug - cleared heartbeat timeout for client 17389445711632482806
debug - set heartbeat interval for client 17389445711632482806
debug - emitting heartbeat for client 17389445711632482806
```

```
20 </doctype html>--
19 <html lang="en">--
18 <head>--
17 <meta charset="utf-8">--
16 <meta http-equiv="X-UA-Compatible" content="IE=edge,chrome=1">--
15 <title>Stop, demo time</title>--
14 <script src="/lib/jquery.js"></script>--
13 <script src="/lib/underscore.js"></script>--
12 <script src="/lib/backbone.js"></script>--
11 </head>--
10 <body>--
9 <div id="output"></div>--
8 <!-- socket.io serves the client file for you -->--
7 <script src="/socket.io/socket.io.js"></script>--
6 <script>--
5 // do stuff--
4 var socket = io.connect();--
3 --
2 socket.on('connect', function () {--
1 console.log('connection');--
0 socket.emit('messages', { data: 'pewpew' });--
1 });--
2 --
3 </script>--
4 </body>--
5 </html>--
--
--
--
--
~/Sites/conferences/usergroup/demo/index.html [html] 21,49 All
-- INSERT --
```



```

3 tail.js
demo # vim server.js
~/Sites/conferences/usergroup/demo

demo # node server.js
~/Sites/conferences/usergroup/demo
info - socket.io started
debug - served static content /socket.io.js
debug - served static content /socket.io.js
debug - served static content /socket.io.js
debug - client authorized
info - handshake authorized 12710224381727453672
debug - setting request GET /socket.io/1/websocket/12710224381727453
672
debug - set heartbeat interval for client 12710224381727453672
debug - client authorized for
debug - websocket writing 1::
message { data: 'pewpew' }
info - transport end (undefined)
debug - set close timeout for client 12710224381727453672
debug - cleared close timeout for client 12710224381727453672
debug - cleared heartbeat interval for client 12710224381727453672
debug - discarding transport
debug - served static content /socket.io.js
debug - client authorized
info - handshake authorized 17389445711632482806
debug - setting request GET /socket.io/1/websocket/17389445711632482
806
debug - set heartbeat interval for client 17389445711632482806
debug - client authorized for
debug - websocket writing 1::
message { data: 'pewpew' }
debug - emitting heartbeat for client 17389445711632482806
debug - websocket writing 2::
debug - set heartbeat timeout for client 17389445711632482806
debug - got heartbeat packet
debug - cleared heartbeat timeout for client 17389445711632482806
debug - set heartbeat interval for client 17389445711632482806
debug - emitting heartbeat for client 17389445711632482806
debug - websocket writing 2::
debug - set heartbeat timeout for client 17389445711632482806
debug - got heartbeat packet
debug - cleared heartbeat timeout for client 17389445711632482806
debug - set heartbeat interval for client 17389445711632482806
debug - emitting heartbeat for client 17389445711632482806

```

```

22 </doctype html>--
21 <html lang="en">--
20 <head>--
19   <meta charset="utf-8">--
18   <meta http-equiv="X-UA-Compatible" content="IE=edge,chrome=1">--
17   <title>Stop, demo time</title>--
16   <script src="/lib/jquery.js"></script>--
15   <script src="/lib/underscore.js"></script>--
14   <script src="/lib/backbone.js"></script>--
13 </head>--
12 <body>--
11   <div id="output"></div>--
10   <!-- socket.io serves the client file for you -->--
9   <script src="/socket.io/socket.io.js"></script>--
8   <script>--
7     // do stuff--
6     var socket = io.connect();--
5   --
4     socket.on('connect', function () {--
3       console.log('connection');--
2       socket.emit('messages', { data: 'pewpew' });--
1   --
0     socket.json.send('string');--
1   });--
2   --
3   </script>--
4 </body>--
5 </html>--

```

~/Sites/conferences/usergroup/demo/index.html [+][html] 23,30 All

```

3 tail.js
demo # vim server.js
~/Sites/conferences/usergroup/demo

demo # node server.js
~/Sites/conferences/usergroup/demo
info - socket.io started
debug - served static content /socket.io.js
debug - served static content /socket.io.js
debug - served static content /socket.io.js
debug - client authorized
info - handshake authorized 12718224381727453672
debug - setting request GET /socket.io/1/websocket/12718224381727453
672
debug - set heartbeat interval for client 12718224381727453672
debug - client authorized for
debug - websocket writing 1::
message { data: 'pewpew' }
info - transport end (undefined)
debug - set close timeout for client 12718224381727453672
debug - cleared close timeout for client 12718224381727453672
debug - cleared heartbeat interval for client 12718224381727453672
debug - discarding transport
debug - served static content /socket.io.js
debug - client authorized
info - handshake authorized 17389445711632482806
debug - setting request GET /socket.io/1/websocket/17389445711632482
806
debug - set heartbeat interval for client 17389445711632482806
debug - client authorized for
debug - websocket writing 1::
message { data: 'pewpew' }
debug - emitting heartbeat for client 17389445711632482806
debug - websocket writing 2::
debug - set heartbeat timeout for client 17389445711632482806
debug - got heartbeat packet
debug - cleared heartbeat timeout for client 17389445711632482806
debug - set heartbeat interval for client 17389445711632482806
debug - emitting heartbeat for client 17389445711632482806
debug - websocket writing 2::
debug - set heartbeat timeout for client 17389445711632482806
debug - got heartbeat packet
debug - cleared heartbeat timeout for client 17389445711632482806
debug - set heartbeat interval for client 17389445711632482806
debug - emitting heartbeat for client 17389445711632482806

```

```

22 <!doctype html>-
21 <html lang="en">-
20 <head>-
19   <meta charset="utf-8">-
18   <meta http-equiv="X-UA-Compatible" content="IE=edge,chrome=1">-
17   <title>Stop, demo time</title>-
16   <script src="/lib/jquery.js"></script>-
15   <script src="/lib/underscore.js"></script>-
14   <script src="/lib/backbone.js"></script>-
13 </head>-
12 <body>-
11   <div id="output"></div>-
10   <!-- socket.io serves the client file for you -->-
9     <script src="/socket.io/socket.io.js"></script>-
8     <script>-
7       // do stuff-
6     var socket = io.connect();-
5 -
4     socket.on('connect', function () {-
3       console.log('connection');-
2       socket.emit('messages', { data: 'pewpew' });-
1 -
0     socket.json.send('string');-
1   });-
2 -
3   </script>-
4 </body>-
5 </html>-

```

~/Sites/conferences/usergroup/demo/index.html [+][html] 23,29 All


```

3 tail.js
demo # vim server.js
~/Sites/conferences/usergroup/demo

demo # node server.js
~/Sites/conferences/usergroup/demo
info - socket.io started
debug - served static content /socket.io.js
debug - served static content /socket.io.js
debug - served static content /socket.io.js
debug - client authorized
info - handshake authorized 12710224381727453672
debug - setting request GET /socket.io/1/websocket/12710224381727453
672
debug - set heartbeat interval for client 12710224381727453672
debug - client authorized for
debug - websocket writing 1::
message { data: 'pewpew' }
info - transport end (undefined)
debug - set close timeout for client 12710224381727453672
debug - cleared close timeout for client 12710224381727453672
debug - cleared heartbeat interval for client 12710224381727453672
debug - discarding transport
debug - served static content /socket.io.js
debug - client authorized
info - handshake authorized 17389445711632482806
debug - setting request GET /socket.io/1/websocket/17389445711632482
806
debug - set heartbeat interval for client 17389445711632482806
debug - client authorized for
debug - websocket writing 1::
message { data: 'pewpew' }
debug - emitting heartbeat for client 17389445711632482806
debug - websocket writing 2::
debug - set heartbeat timeout for client 17389445711632482806
debug - got heartbeat packet
debug - cleared heartbeat timeout for client 17389445711632482806
debug - set heartbeat interval for client 17389445711632482806
debug - emitting heartbeat for client 17389445711632482806
debug - websocket writing 2::
debug - set heartbeat timeout for client 17389445711632482806
debug - got heartbeat packet
debug - cleared heartbeat timeout for client 17389445711632482806
debug - set heartbeat interval for client 17389445711632482806
debug - emitting heartbeat for client 17389445711632482806

```

```

22 </doctype html>--
21 <html lang="en">--
20 <head>--
19 <meta charset="utf-8">--
18 <meta http-equiv="X-UA-Compatible" content="IE=edge,chrome=1">--
17 <title>Stop, demo time</title>--
16 <script src="/lib/jquery.js"></script>--
15 <script src="/lib/underscore.js"></script>--
14 <script src="/lib/backbone.js"></script>--
13 </head>--
12 <body>--
11 <div id="output"></div>--
10 <!-- socket.io serves the client file for you -->--
9 <script src="/socket.io/socket.io.js"></script>--
8 <script>--
7 // do stuff--
6 var socket = io.connect();--
5 --
4 socket.on('connect', function () {--
3 console.log('connection');--
2 socket.emit('messages', { data: 'pewpew' });--
1 --
0 socket.json.send({'string'};--
1 });--
2 --
3 </script>--
4 </body>--
5 </html>--

```

~/Sites/conferences/usergroup/demo/index.html [+] [html] 23,31 All

-- INSERT --

```
3 tail.js
demo # vim server.js
~/Sites/conferences/usergroup/demo

demo # node server.js
~/Sites/conferences/usergroup/demo
info - socket.io started
debug - served static content /socket.io.js
debug - served static content /socket.io.js
debug - served static content /socket.io.js
debug - client authorized
info - handshake authorized 12710224381727453672
debug - setting request GET /socket.io/1/websocket/12710224381727453
672
debug - set heartbeat interval for client 12710224381727453672
debug - client authorized for
debug - websocket writing 1::
message { data: 'pewpew' }
info - transport end (undefined)
debug - set close timeout for client 12710224381727453672
debug - cleared close timeout for client 12710224381727453672
debug - cleared heartbeat interval for client 12710224381727453672
debug - discarding transport
debug - served static content /socket.io.js
debug - client authorized
info - handshake authorized 17389445711632482806
debug - setting request GET /socket.io/1/websocket/17389445711632482
806
debug - set heartbeat interval for client 17389445711632482806
debug - client authorized for
debug - websocket writing 1::
message { data: 'pewpew' }
debug - emitting heartbeat for client 17389445711632482806
debug - websocket writing 2::
debug - set heartbeat timeout for client 17389445711632482806
debug - got heartbeat packet
debug - cleared heartbeat timeout for client 17389445711632482806
debug - set heartbeat interval for client 17389445711632482806
debug - emitting heartbeat for client 17389445711632482806
debug - websocket writing 2::
debug - set heartbeat timeout for client 17389445711632482806
debug - got heartbeat packet
debug - cleared heartbeat timeout for client 17389445711632482806
debug - set heartbeat interval for client 17389445711632482806
debug - emitting heartbeat for client 17389445711632482806
```

```
22 <!doctype html>--
21 <html lang="en">--
20 <head>--
19 <meta charset="utf-8">--
18 <meta http-equiv="X-UA-Compatible" content="IE=edge,chrome=1">--
17 <title>Stop, demo time</title>--
16 <script src="/lib/jquery.js"></script>--
15 <script src="/lib/underscore.js"></script>--
14 <script src="/lib/backbone.js"></script>--
13 </head>--
12 <body>--
11 <div id="output"></div>--
10 <!-- socket.io serves the client file for you -->--
9 <script src="/socket.io/socket.io.js"></script>--
8 <script>--
7 // do stuff--
6 var socket = io.connect();--
5 --
4 socket.on('connect', function () {--
3 console.log('connection');--
2 socket.emit('messages', { data: 'pewpew' });--
1 --
0 socket.json.send({'string': 'dafadsfasd'});--
1 });--
2 --
3 </script>--
4 </body>--
5 </html>--
--
--
--
~/Sites/conferences/usergroup/demo/index.html [+] [html] 23,45 All
-- INSERT --
```



```

3 tail.js
demo # vim server.js
~/Sites/conferences/usergroup/demo

demo # node server.js
~/Sites/conferences/usergroup/demo
info - socket.io started
debug - served static content /socket.io.js
debug - served static content /socket.io.js
debug - served static content /socket.io.js
debug - client authorized
info - handshake authorized 12710224381727453672
debug - setting request GET /socket.io/1/websocket/12710224381727453
672
debug - set heartbeat interval for client 12710224381727453672
debug - client authorized for
debug - websocket writing 1::
message { data: 'pewpew' }
info - transport end (undefined)
debug - set close timeout for client 12710224381727453672
debug - cleared close timeout for client 12710224381727453672
debug - cleared heartbeat interval for client 12710224381727453672
debug - discarding transport
debug - served static content /socket.io.js
debug - client authorized
info - handshake authorized 17389445711632482806
debug - setting request GET /socket.io/1/websocket/17389445711632482
806
debug - set heartbeat interval for client 17389445711632482806
debug - client authorized for
debug - websocket writing 1::
message { data: 'pewpew' }
debug - emitting heartbeat for client 17389445711632482806
debug - websocket writing 2::
debug - set heartbeat timeout for client 17389445711632482806
debug - got heartbeat packet
debug - cleared heartbeat timeout for client 17389445711632482806
debug - set heartbeat interval for client 17389445711632482806
debug - emitting heartbeat for client 17389445711632482806
debug - websocket writing 2::
debug - set heartbeat timeout for client 17389445711632482806
debug - got heartbeat packet
debug - cleared heartbeat timeout for client 17389445711632482806
debug - set heartbeat interval for client 17389445711632482806
debug - emitting heartbeat for client 17389445711632482806

```

```

22 <!doctype html>--
21 <html lang="en">--
20 <head>--
19 <meta charset="utf-8">--
18 <meta http-equiv="X-UA-Compatible" content="IE=edge,chrome=1">--
17 <title>Stop, demo time</title>--
16 <script src="/lib/jquery.js"></script>--
15 <script src="/lib/underscore.js"></script>--
14 <script src="/lib/backbone.js"></script>--
13 </head>--
12 <body>--
11 <div id="output"></div>--
10 <!-- socket.io serves the client file for you -->--
9 <script src="/socket.io/socket.io.js"></script>--
8 <script>--
7 // do stuff--
6 var socket = io.connect();--
5 --
4 socket.on('connect', function () {--
3 console.log('connection');--
2 socket.emit('messages', { data: 'pewpew' });--
1 --
0 socket.json.send({'string': 'dafadsfasd'});--
1 });--
2 --
3 </script>--
4 </body>--
5 </html>--

```

~/Sites/conferences/usergroup/demo/index.html [html] 23,48 All

-- INSERT --


```

3 tail.js
demo # vim server.js
~/Sites/conferences/usergroup/demo

demo # node server.js
~/Sites/conferences/usergroup/demo
info - socket.io started
debug - served static content /socket.io.js
debug - served static content /socket.io.js
debug - served static content /socket.io.js
debug - client authorized
info - handshake authorized 12710224381727453672
debug - setting request GET /socket.io/1/websocket/12710224381727453
672
debug - set heartbeat interval for client 12710224381727453672
debug - client authorized for
debug - websocket writing 1::
message { data: 'pewpew' }
info - transport end (undefined)
debug - set close timeout for client 12710224381727453672
debug - cleared close timeout for client 12710224381727453672
debug - cleared heartbeat interval for client 12710224381727453672
debug - discarding transport
debug - served static content /socket.io.js
debug - client authorized
info - handshake authorized 17389445711632482806
debug - setting request GET /socket.io/1/websocket/17389445711632482
806
debug - set heartbeat interval for client 17389445711632482806
debug - client authorized for
debug - websocket writing 1::
message { data: 'pewpew' }
debug - emitting heartbeat for client 17389445711632482806
debug - websocket writing 2::
debug - set heartbeat timeout for client 17389445711632482806
debug - got heartbeat packet
debug - cleared heartbeat timeout for client 17389445711632482806
debug - set heartbeat interval for client 17389445711632482806
debug - emitting heartbeat for client 17389445711632482806
debug - websocket writing 2::
debug - set heartbeat timeout for client 17389445711632482806
debug - got heartbeat packet
debug - cleared heartbeat timeout for client 17389445711632482806
debug - set heartbeat interval for client 17389445711632482806
debug - emitting heartbeat for client 17389445711632482806

```

```

24 <!doctype html>-
23 <html lang="en">-
22 <head>-
21   <meta charset="utf-8">-
20   <meta http-equiv="X-UA-Compatible" content="IE=edge,chrome=1">-
19   <title>Stop, demo time</title>-
18   <script src="/lib/jquery.js"></script>-
17   <script src="/lib/underscore.js"></script>-
16   <script src="/lib/backbone.js"></script>-
15 </head>-
14 <body>-
13   <div id="output"></div>-
12   <!-- socket.io serves the client file for you -->-
11   <script src="/socket.io/socket.io.js"></script>-
10   <script>-
9     // do stuff-
8     var socket = io.connect();-
7 -
6     socket.on('connect', function () {-
5       console.log('connection');-
4       socket.emit('messages', { data: 'pewpew' });-
3 -
2       socket.json.send({'string': 'dafadsfasd'});-
1 -
0     socket.emit('event');-
1   });-
2 -
3   </script>-
4 </body>-
5 </html>-

```

~/Sites/conferences/usergroup/demo/index.html [+][html] 25,23 All

```

3 tail.js
demo # vim server.js
~/Sites/conferences/usergroup/demo

demo # node server.js
~/Sites/conferences/usergroup/demo
info - socket.io started
debug - served static content /socket.io.js
debug - served static content /socket.io.js
debug - served static content /socket.io.js
debug - client authorized
info - handshake authorized 12710224381727453672
debug - setting request GET /socket.io/1/websocket/12710224381727453
672
debug - set heartbeat interval for client 12710224381727453672
debug - client authorized for
debug - websocket writing 1::
message { data: 'pewpew' }
info - transport end (undefined)
debug - set close timeout for client 12710224381727453672
debug - cleared close timeout for client 12710224381727453672
debug - cleared heartbeat interval for client 12710224381727453672
debug - discarding transport
debug - served static content /socket.io.js
debug - client authorized
info - handshake authorized 17389445711632482806
debug - setting request GET /socket.io/1/websocket/17389445711632482
806
debug - set heartbeat interval for client 17389445711632482806
debug - client authorized for
debug - websocket writing 1::
message { data: 'pewpew' }
debug - emitting heartbeat for client 17389445711632482806
debug - websocket writing 2::
debug - set heartbeat timeout for client 17389445711632482806
debug - got heartbeat packet
debug - cleared heartbeat timeout for client 17389445711632482806
debug - set heartbeat interval for client 17389445711632482806
debug - emitting heartbeat for client 17389445711632482806
debug - websocket writing 2::
debug - set heartbeat timeout for client 17389445711632482806
debug - got heartbeat packet
debug - cleared heartbeat timeout for client 17389445711632482806
debug - set heartbeat interval for client 17389445711632482806
debug - emitting heartbeat for client 17389445711632482806

```

```

24 <!doctype html>-
23 <html lang="en">-
22 <head>-
21   <meta charset="utf-8">-
20   <meta http-equiv="X-UA-Compatible" content="IE=edge,chrome=1">-
19   <title>Stop, demo time</title>-
18   <script src="/lib/jquery.js"></script>-
17   <script src="/lib/underscore.js"></script>-
16   <script src="/lib/backbone.js"></script>-
15 </head>-
14 <body>-
13   <div id="output"></div>-
12   <!-- socket.io serves the client file for you -->-
11   <script src="/socket.io/socket.io.js"></script>-
10   <script>-
9     // do stuff-
8     var socket = io.connect();-
7 -
6     socket.on('connect', function () {-
5       console.log('connection');-
4       socket.emit('messages', { data: 'pewpew' });-
3 -
2       socket.json.send({'string': 'dafadsfasd'});-
1 -
0     socket.emit('event')-
1   });-
2 -
3   </script>-
4 </body>-
5 </html>-

```

~/Sites/conferences/usergroup/demo/index.html [+]

-- INSERT --

```

3 tail.js
demo # vim server.js
~/Sites/conferences/usergroup/demo

demo # node server.js
~/Sites/conferences/usergroup/demo
info - socket.io started
debug - served static content /socket.io.js
debug - served static content /socket.io.js
debug - served static content /socket.io.js
debug - client authorized
info - handshake authorized 12710224381727453672
debug - setting request GET /socket.io/1/websocket/12710224381727453
672
debug - set heartbeat interval for client 12710224381727453672
debug - client authorized for
debug - websocket writing 1::
message { data: 'pewpew' }
info - transport end (undefined)
debug - set close timeout for client 12710224381727453672
debug - cleared close timeout for client 12710224381727453672
debug - cleared heartbeat interval for client 12710224381727453672
debug - discarding transport
debug - served static content /socket.io.js
debug - client authorized
info - handshake authorized 17389445711632482806
debug - setting request GET /socket.io/1/websocket/17389445711632482
806
debug - set heartbeat interval for client 17389445711632482806
debug - client authorized for
debug - websocket writing 1::
message { data: 'pewpew' }
debug - emitting heartbeat for client 17389445711632482806
debug - websocket writing 2::
debug - set heartbeat timeout for client 17389445711632482806
debug - got heartbeat packet
debug - cleared heartbeat timeout for client 17389445711632482806
debug - set heartbeat interval for client 17389445711632482806
debug - emitting heartbeat for client 17389445711632482806
debug - websocket writing 2::
debug - set heartbeat timeout for client 17389445711632482806
debug - got heartbeat packet
debug - cleared heartbeat timeout for client 17389445711632482806
debug - set heartbeat interval for client 17389445711632482806
debug - emitting heartbeat for client 17389445711632482806

```

```

24 <!doctype html>-
23 <html lang="en">-
22 <head>-
21 <meta charset="utf-8">-
20 <meta http-equiv="X-UA-Compatible" content="IE=edge,chrome=1">-
19 <title>Stop, demo time</title>-
18 <script src="/lib/jquery.js"></script>-
17 <script src="/lib/underscore.js"></script>-
16 <script src="/lib/backbone.js"></script>-
15 </head>-
14 <body>-
13 <div id="output"></div>-
12 <!-- socket.io serves the client file for you -->-
11 <script src="/socket.io/socket.io.js"></script>-
10 <script>-
9 // do stuff-
8 var socket = io.connect();-
7 -
6 socket.on('connect', function () {-
5 console.log('connection');-
4 socket.emit('messages', { data: 'pewpew' });-
3 -
2 socket.json.send({'string': 'dafadsfasd'});-
1 -
0 socket.emit('event', 'roop')-
1 });-
2 -
3 </script>-
4 </body>-
5 </html>-

```

~/Sites/conferences/usergroup/demo/index.html [+][html] 25,31 All
^C

```

3 tail.js
demo # vim server.js
~/Sites/conferences/usergroup/demo

demo # node server.js
~/Sites/conferences/usergroup/demo
info - socket.io started
debug - served static content /socket.io.js
debug - served static content /socket.io.js
debug - served static content /socket.io.js
debug - client authorized
info - handshake authorized 12710224381727453672
debug - setting request GET /socket.io/1/websocket/12710224381727453
672
debug - set heartbeat interval for client 12710224381727453672
debug - client authorized for
debug - websocket writing 1::
message { data: 'pewpew' }
info - transport end (undefined)
debug - set close timeout for client 12710224381727453672
debug - cleared close timeout for client 12710224381727453672
debug - cleared heartbeat interval for client 12710224381727453672
debug - discarding transport
debug - served static content /socket.io.js
debug - client authorized
info - handshake authorized 17389445711632482806
debug - setting request GET /socket.io/1/websocket/17389445711632482
806
debug - set heartbeat interval for client 17389445711632482806
debug - client authorized for
debug - websocket writing 1::
message { data: 'pewpew' }
debug - emitting heartbeat for client 17389445711632482806
debug - websocket writing 2::
debug - set heartbeat timeout for client 17389445711632482806
debug - got heartbeat packet
debug - cleared heartbeat timeout for client 17389445711632482806
debug - set heartbeat interval for client 17389445711632482806
debug - emitting heartbeat for client 17389445711632482806
debug - websocket writing 2::
debug - set heartbeat timeout for client 17389445711632482806
debug - got heartbeat packet
debug - cleared heartbeat timeout for client 17389445711632482806
debug - set heartbeat interval for client 17389445711632482806
debug - emitting heartbeat for client 17389445711632482806

```

```

24 <!doctype html>-
23 <html lang="en">-
22 <head>-
21   <meta charset="utf-8">-
20   <meta http-equiv="X-UA-Compatible" content="IE=edge,chrome=1">-
19   <title>Stop, demo time</title>-
18   <script src="/lib/jquery.js"></script>-
17   <script src="/lib/underscore.js"></script>-
16   <script src="/lib/backbone.js"></script>-
15 </head>-
14 <body>-
13   <div id="output"></div>-
12   <!-- socket.io serves the client file for you -->-
11   <script src="/socket.io/socket.io.js"></script>-
10   <script>-
9     // do stuff-
8     var socket = io.connect();-
7 -
6     socket.on('connect', function () {-
5       console.log('connection');-
4       socket.emit('messages', { data: 'pewpew' });-
3 -
2       socket.json.send({'string': 'dafadsfasd'});-
1 -
0       socket.emit('!', 'room');-
1     });-
2 -
3   </script>-
4 </body>-
5 </html>-

```

~/Sites/conferences/usergroup/demo/index.html [+][html] 25,18 All

-- INSERT --

```

3 tail.js
demo # vim server.js
~/Sites/conferences/usergroup/demo

demo # node server.js
~/Sites/conferences/usergroup/demo
Info - socket.io started
debug - served static content /socket.io.js
debug - served static content /socket.io.js
debug - served static content /socket.io.js
debug - client authorized
Info - handshake authorized 12718224381727453672
debug - setting request GET /socket.io/1/websocket/12718224381727453
672
debug - set heartbeat interval for client 12718224381727453672
debug - client authorized for
debug - websocket writing 1::
message { data: 'pewpew' }
Info - transport end (undefined)
debug - set close timeout for client 12718224381727453672
debug - cleared close timeout for client 12718224381727453672
debug - cleared heartbeat interval for client 12718224381727453672
debug - discarding transport
debug - served static content /socket.io.js
debug - client authorized
Info - handshake authorized 17389445711632482806
debug - setting request GET /socket.io/1/websocket/17389445711632482
806
debug - set heartbeat interval for client 17389445711632482806
debug - client authorized for
debug - websocket writing 1::
message { data: 'pewpew' }
debug - emitting heartbeat for client 17389445711632482806
debug - websocket writing 2::
debug - set heartbeat timeout for client 17389445711632482806
debug - got heartbeat packet
debug - cleared heartbeat timeout for client 17389445711632482806
debug - set heartbeat interval for client 17389445711632482806
debug - emitting heartbeat for client 17389445711632482806
debug - websocket writing 2::
debug - set heartbeat timeout for client 17389445711632482806
debug - got heartbeat packet
debug - cleared heartbeat timeout for client 17389445711632482806
debug - set heartbeat interval for client 17389445711632482806
debug - emitting heartbeat for client 17389445711632482806

```

```

24 <!doctype html>-
23 <html lang="en">-
22 <head>-
21 <meta charset="utf-8">-
20 <meta http-equiv="X-UA-Compatible" content="IE=edge,chrome=1">-
19 <title>Stop, demo time</title>-
18 <script src="/lib/jquery.js"></script>-
17 <script src="/lib/underscore.js"></script>-
16 <script src="/lib/backbone.js"></script>-
15 </head>-
14 <body>-
13 <div id="output"></div>-
12 <!-- socket.io serves the client file for you -->-
11 <script src="/socket.io/socket.io.js"></script>-
10 <script>-
9 // do stuff-
8 var socket = io.connect();-
7 -
6 socket.on('connect', function () {-
5 console.log('connection');-
4 socket.emit('messages', { data: 'pewpew' });-
3 -
2 socket.json.send({'string': 'dafadsfasd'});-
1 -
0 socket.emit('join', 'room');-
1 });-
2 -
3 </script>-
4 </body>-
5 </html>-

```

~/Sites/conferences/usergroup/demo/index.html [+][html] 25,33 All


```
debug - set heartbeat timeout for client 17389445711632482806
debug - got heartbeat packet
debug - cleared heartbeat timeout for client 17389445711632482806
debug - set heartbeat interval for client 17389445711632482806
debug - emitting heartbeat for client 17389445711632482806
debug - websocket writing 2::
debug - set heartbeat timeout for client 17389445711632482806
debug - got heartbeat packet
debug - cleared heartbeat timeout for client 17389445711632482806
debug - set heartbeat interval for client 17389445711632482806
debug - emitting heartbeat for client 17389445711632482806
debug - websocket writing 2::
debug - set heartbeat timeout for client 17389445711632482806
debug - got heartbeat packet
debug - cleared heartbeat timeout for client 17389445711632482806
debug - set heartbeat interval for client 17389445711632482806
debug - emitting heartbeat for client 17389445711632482806
debug - websocket writing 2::
debug - set heartbeat timeout for client 17389445711632482806
debug - got heartbeat packet
debug - cleared heartbeat timeout for client 17389445711632482806
debug - set heartbeat interval for client 17389445711632482806
debug - emitting heartbeat for client 17389445711632482806
debug - websocket writing 2::
debug - set heartbeat timeout for client 17389445711632482806
debug - got heartbeat packet
debug - cleared heartbeat timeout for client 17389445711632482806
debug - set heartbeat interval for client 17389445711632482806
debug - emitting heartbeat for client 17389445711632482806
debug - websocket writing 2::
debug - set heartbeat timeout for client 17389445711632482806
debug - got heartbeat packet
debug - cleared heartbeat timeout for client 17389445711632482806
debug - set heartbeat interval for client 17389445711632482806
debug - emitting heartbeat for client 17389445711632482806
debug - websocket writing 2::
debug - set heartbeat timeout for client 17389445711632482806
debug - got heartbeat packet
debug - cleared heartbeat timeout for client 17389445711632482806
debug - set heartbeat interval for client 17389445711632482806
```

```
:~
demo * vim | ~/Sites/conferences/usergroup/demo 1
index.html logs.js server.js tail.js
lib/ node_modules/ spam.js
```

```
24 </doctype html>-
23 <html lang="en">-
22 <head>-
21 <meta charset="utf-8">-
20 <meta http-equiv="X-UA-Compatible" content="IE=edge,chrome=1">-
19 <title>Stop, demo time</title>-
18 <script src="/lib/jquery.js"></script>-
17 <script src="/lib/underscore.js"></script>-
16 <script src="/lib/backbone.js"></script>-
15 </head>-
14 <body>-
13 <div id="output"></div>-
12 <!-- socket.io serves the client file for you -->-
11 <script src="/socket.io/socket.io.js"></script>-
10 <script>-
9 // do stuff-
8 var socket = io.connect();-
7 -
6 socket.on('connect', function () {-
5 console.log('connection');-
4 socket.emit('messages', { data: 'pewpew' });-
3 -
2 socket.json.send({'string': 'dafadsfasd'});-
1 -
0 socket.emit('join', 'room');-
1 });-
2 -
3 </script>-
4 </body>-
5 </html>-
```

```
~/Sites/conferences/usergroup/demo/index.html [+] [html] 25,32 All
No matching autocommands
```



```
24 </doctype html>--
23 <html lang="en">--
22 <head>--
21   <meta charset="utf-8">--
20   <meta http-equiv="X-UA-Compatible" content="IE=edge,chrome=1">--
19   <title>Stop, demo time</title>--
18   <script src="/lib/jquery.js"></script>--
17   <script src="/lib/underscore.js"></script>--
16   <script src="/lib/backbone.js"></script>--
15 </head>--
14 <body>--
13   <div id="output"></div>--
12   <!-- socket.io serves the client file for you -->--
11   <script src="/socket.io/socket.io.js"></script>--
10   <script>--
9     // do stuff--
8     var socket = io.connect();--
7 --
6     socket.on('connect', function () {--
5       console.log('connection');--
4       socket.emit('messages', { data: 'ping' });--
3 --
2       socket.json.send({'string': 'dafadsfasd'});--
1 --
0       socket.emit('join', 'room');--
1     });--
2 --
3   </script>--
4 </body>--
5 </html>--
```

"server.js" 19L, 368C

Taglist: Failed to generate tags for /Users/VL/Sites/conferences/usergroup/demo/server.js

ctags: illegal option -- -^@usage: ctags [-BFodtuwvx] [-f tagsfile] file ...^@

Press ENTER or type command to continue

```
17 use strict;~
18 ~
15 var connect = require('connect')~
14 , app = connect.createServer(connect.static(__dirname))~
13 , io = require('socket.io')~
12 ~
11 /**~
10  * Start listening to the server.~
9  */~
8 ~
7 app.listen(8888);~
6 ~
5 var socket = io.listen(app);~
4 ~
3 socket.sockets.on('connection', function (socket) {~
2   socket.on('messages', function (data) {~
1     console.log('message', data);~
0   });~
1 });~
```

```
24 <!doctype html>~
23 <html lang="en">~
22 <head>~
21   <meta charset="utf-8">~
20   <meta http-equiv="X-UA-Compatible" content="IE=edge,chrome=1">~
19   <title>Stop, demo time</title>~
18   <script src="/lib/jquery.js"></script>~
17   <script src="/lib/underscore.js"></script>~
16   <script src="/lib/backbone.js"></script>~
15 </head>~
14 <body>~
13   <div id="output"></div>~
12   <!-- socket.io serves the client file for you -->~
11   <script src="/socket.io/socket.io.js"></script>~
10   <script>~
9     // do stuff~
8     var socket = io.connect();~
7 ~
6     socket.on('connect', function () {~
5       console.log('connection');~
4       socket.emit('messages', { data: 'pewpew' });~
3 ~
2       socket.json.send({'string': 'dafadsfasd'});~
1 ~
0       socket.emit('join', 'room');~
1     });~
2 ~
3   </script>~
4 </body>~
5 </html>~
```

No matching autocommands

```
19 use strict";~
18 ~
17 var connect = require('connect')~
16 , app = connect.createServer(connect.static(__dirname))~
15 , io = require('socket.io')~
14 ~
13 /**~
12  * Start listening to the server.~
11  */~
10 ~
9 app.listen(8888);~
8 ~
7 var socket = io.listen(app);~
6 ~
5 socket.sockets.on('connection', function (socket) {~
4   socket.on('messages', function (data) {~
3     console.log('message', data);~
2   });~
1 ~
0 }~
1 });~
```

```
24 <!doctype html>~
23 <html lang="en">~
22 <head>~
21   <meta charset="utf-8">~
20   <meta http-equiv="X-UA-Compatible" content="IE=edge,chrome=1">~
19   <title>Stop, demo time</title>~
18   <script src="/lib/jquery.js"></script>~
17   <script src="/lib/underscore.js"></script>~
16   <script src="/lib/backbone.js"></script>~
15 </head>~
14 <body>~
13   <div id="output"></div>~
12   <!-- socket.io serves the client file for you -->~
11   <script src="/socket.io/socket.io.js"></script>~
10   <script>~
9     // do stuff~
8     var socket = io.connect();~
7 ~
6     socket.on('connect', function () {~
5       console.log('connection');~
4       socket.emit('messages', { data: 'pewpew' });~
3 ~
2       socket.json.send({'string': 'dafadsfasd'});~
1 ~
0       socket.emit('join', 'room');~
1     });~
2 ~
3   </script>~
4 </body>~
5 </html>~
```

```
19 use strict";-
18 -
17 var connect = require('connect')-
16 , app = connect.createServer(connect.static(__dirname))-
15 , io = require('socket.io');-
14 -
13 /**-
12  * Start listening to the server.-
11  */-
10 -
9 app.listen(8888);-
8 -
7 var socket = io.listen(app);-
6 -
5 socket.sockets.on('connection', function (socket) {-
4   socket.on('messages', function (data) {-
3     console.log('message', data);-
2   });-
1 -
0   socket.on('join')-
1 });-
```

```
24 <!doctype html>-
23 <html lang="en">-
22 <head>-
21   <meta charset="utf-8">-
20   <meta http-equiv="X-UA-Compatible" content="IE=edge,chrome=1">-
19   <title>Stop, demo time</title>-
18   <script src="/lib/jquery.js"></script>-
17   <script src="/lib/underscore.js"></script>-
16   <script src="/lib/backbone.js"></script>-
15 </head>-
14 <body>-
13   <div id="output"></div>-
12   <!-- socket.io serves the client file for you -->-
11   <script src="/socket.io/socket.io.js"></script>-
10   <script>-
9     // do stuff-
8     var socket = io.connect();-
7 -
6     socket.on('connect', function () {-
5       console.log('connection');-
4       socket.emit('messages', { data: 'pewpew' });-
3 -
2       socket.json.send({'string': 'dafadsfasd'});-
1 -
0       socket.emit('join', 'room')-
1     });-
2 -
3   </script>-
4 </body>-
5 </html>-
```

```
19 use strict";~
18 ~
17 var connect = require('connect')~
16 , app = connect.createServer(connect.static(__dirname))~
15 , io = require('socket.io')~
14 ~
13 /**~
12  * Start listening to the server.~
11  */~
10 ~
9 app.listen(8888);~
8 ~
7 var socket = io.listen(app);~
6 ~
5 socket.sockets.on('connection', function (socket) {~
4   socket.on('messages', function (data) {~
3     console.log('message', data);~
2   });~
1 ~
0   socket.on('join', function () {~
1   });~
```

~/Sites/conferences/usergroup/demo/server.js [+] [javascript]20,34 All

```
24 <!doctype html>~
23 <html lang="en">~
22 <head>~
21   <meta charset="utf-8">~
20   <meta http-equiv="X-UA-Compatible" content="IE=edge,chrome=1">~
19   <title>Stop, demo time</title>~
18   <script src="/lib/jquery.js"></script>~
17   <script src="/lib/underscore.js"></script>~
16   <script src="/lib/backbone.js"></script>~
15 </head>~
14 <body>~
13   <div id="output"></div>~
12   <!-- socket.io serves the client file for you -->~
11   <script src="/socket.io/socket.io.js"></script>~
10   <script>~
9     // do stuff~
8     var socket = io.connect();~
7 ~
6     socket.on('connect', function () {~
5       console.log('connection');~
4       socket.emit('messages', { data: 'perpew' });~
3 ~
2       socket.json.send({'string': 'dafadsfasd'});~
1 ~
0       socket.emit('join', 'room');~
1     });~
2 ~
3   </script>~
4 </body>~
5 </html>~
```

~/Sites/conferences/usergroup/demo/index.html [+] [html] 25,32 All

No matching autocommands

```
21 use strict;~
20 ~
19 var connect = require('connect')~
18 , app = connect.createServer(connect.static(__dirname))~
17 , io = require('socket.io')~
16 ~
15 /**~
14  * Start listening to the server.~
13  */~
12 ~
11 app.listen(8080);~
10 ~
9 var socket = io.listen(app);~
8 ~
7 socket.sockets.on('connection', function (socket) {~
6   socket.on('messages', function (data) {~
5     console.log('message', data);~
4   });~
3 ~
2   socket.on('join', function () {~
1     ~
0 | });~
1 });~
```

```
24 <!doctype html>~
23 <html lang="en">~
22 <head>~
21   <meta charset="utf-8">~
20   <meta http-equiv="X-UA-Compatible" content="IE=edge,chrome=1">~
19   <title>Stop, demo time</title>~
18   <script src="/lib/jquery.js"></script>~
17   <script src="/lib/underscore.js"></script>~
16   <script src="/lib/backbone.js"></script>~
15 </head>~
14 <body>~
13   <div id="output"></div>~
12   <!-- socket.io serves the client file for you -->~
11   <script src="/socket.io/socket.io.js"></script>~
10   <script>~
9     // do stuff~
8     var socket = io.connect();~
7 ~
6     socket.on('connect', function () {~
5       console.log('connection');~
4       socket.emit('messages', { data: 'perpew' });~
3 ~
2       socket.json.send({'string': 'dafadsfasd'});~
1 ~
0       socket.emit('join', 'room');~
1     });~
2 ~
3   </script>~
4 </body>~
5 </html>~
```

```
18 use strict;~
19 ~
18 var connect = require('connect')~
17 , app = connect.createServer(connect.static(__dirname))~
16 , io = require('socket.io')~
15 ~
14 /**~
13  * Start listening to the server.~
12  */~
11 ~
10 app.listen(8080);~
9 ~
8 var socket = io.listen(app);~
7 ~
6 socket.sockets.on('connection', function (socket) {~
5   socket.on('messages', function (data) {~
4     console.log('message', data);~
3   });~
2 ~
1   socket.on('join', function () {~
0     |
1     });~
2 });~
```

```
24 <!doctype html>~
23 <html lang="en">~
22 <head>~
21   <meta charset="utf-8">~
20   <meta http-equiv="X-UA-Compatible" content="IE=edge,chrome=1">~
19   <title>Stop, demo time</title>~
18   <script src="/lib/jquery.js"></script>~
17   <script src="/lib/underscore.js"></script>~
16   <script src="/lib/backbone.js"></script>~
15 </head>~
14 <body>~
13   <div id="output"></div>~
12   <!-- socket.io serves the client file for you -->~
11   <script src="/socket.io/socket.io.js"></script>~
10   <script>~
9     // do stuff~
8     var socket = io.connect();~
7 ~
6     socket.on('connect', function () {~
5       console.log('connection');~
4       socket.emit('messages', { data: 'wowow' });~
3 ~
2       socket.json.send({'string': 'dofadsfasd'});~
1 ~
0       socket.emit('join', 'room');~
1     });~
2 ~
3   </script>~
4 </body>~
5 </html>~
```

```
19 use strict";~
18 ~
17 var connect = require('connect')~
16 , app = connect.createServer(connect.static(__dirname))~
15 , io = require('socket.io')~
14 ~
13 /**~
12  * Start listening to the server.~
11  */~
10 ~
9 app.listen(8080);~
8 ~
7 var socket = io.listen(app);~
6 ~
5 socket.sockets.on('connection', function (socket) {~
4   socket.on('messages', function (data) {~
3     console.log('message', data);~
2   });~
1 ~
0 socket.on('join', function [rt] {~
1   ~
2   });~
3 });~
```

```
24 <!doctype html>~
23 <html lang="en">~
22 <head>~
21   <meta charset="utf-8">~
20   <meta http-equiv="X-UA-Compatible" content="IE=edge,chrome=1">~
19   <title>Stop, demo time</title>~
18   <script src="/lib/jquery.js"></script>~
17   <script src="/lib/underscore.js"></script>~
16   <script src="/lib/backbone.js"></script>~
15 </head>~
14 <body>~
13   <div id="output"></div>~
12   <!-- socket.io serves the client file for you -->~
11   <script src="/socket.io/socket.io.js"></script>~
10   <script>~
9     // do stuff~
8     var socket = io.connect();~
7 ~
6     socket.on('connect', function () {~
5       console.log('connection');~
4       socket.emit('messages', { data: 'wowow' });~
3 ~
2       socket.json.send({'string': 'dofadsfasd'});~
1 ~
0       socket.emit('join', 'room');~
1     });~
2 ~
3   </script>~
4 </body>~
5 </html>~
```

```

28 use strict";~
19 ~
18 var connect = require('connect')~
17 , app = connect.createServer(connect.static(__dirname))~
16 , io = require('socket.io')~
15 ~
14 /**~
13  * Start listening to the server.~
12  */~
11 ~
10 app.listen(8080);~
9 ~
8 var socket = io.listen(app);~
7 ~
6 socket.sockets.on('connection', function (socket) {~
5   socket.on('messages', function (data) {~
4     console.log('message', data);~
3   });~
2 ~
1   socket.on('join', function (room) {~
0     |~
1   });~
2 });~

```

~/Sites/conferences/usergroup/demo/server.js [+] [javascript] 21,5 All

-- INSERT --

```

24 <!doctype html>~
23 <html lang="en">~
22 <head>~
21   <meta charset="utf-8">~
20   <meta http-equiv="X-UA-Compatible" content="IE=edge,chrome=1">~
19   <title>Stop, demo time</title>~
18   <script src="/lib/jquery.js"></script>~
17   <script src="/lib/underscore.js"></script>~
16   <script src="/lib/backbone.js"></script>~
15 </head>~
14 <body>~
13   <div id="output"></div>~
12   <!-- socket.io serves the client file for you -->~
11   <script src="/socket.io/socket.io.js"></script>~
10   <script>~
9     // do stuff~
8     var socket = io.connect();~
7 ~
6     socket.on('connect', function () {~
5       console.log('connection');~
4       socket.emit('messages', { data: 'pewew' });~
3 ~
2       socket.json.send({'string': 'dofadsfasd'});~
1 ~
0       socket.emit('join', 'room');~
1     });~
2 ~
3   </script>~
4 </body>~
5 </html>~

```

~/Sites/conferences/usergroup/demo/index.html [+] [html] 25,32 All

No matching autocommands

```

20 use strict";~
19 ~
18 var connect = require('connect')~
17 , app = connect.createServer(connect.static(__dirname))~
16 , io = require('socket.io')~
15 ~
14 /**~
13  * Start listening to the server.~
12  */~
11 ~
10 app.listen(8080);~
9 ~
8 var socket = io.listen(app);~
7 ~
6 socket.sockets.on('connection', function (socket) {~
5   socket.on('messages', function (data) {~
4     console.log('message', data);~
3   });~
2 ~
1   socket.on('join', function (room) {~
0     socket.join('room');~
1   });~
2 });~

```

```

24 <!doctype html>~
23 <html lang="en">~
22 <head>~
21   <meta charset="utf-8">~
20   <meta http-equiv="X-UA-Compatible" content="IE=edge,chrome=1">~
19   <title>Stop, demo time</title>~
18   <script src="/lib/jquery.js"></script>~
17   <script src="/lib/underscore.js"></script>~
16   <script src="/lib/backbone.js"></script>~
15 </head>~
14 <body>~
13   <div id="output"></div>~
12   <!-- socket.io serves the client file for you -->~
11   <script src="/socket.io/socket.io.js"></script>~
10   <script>~
9     // do stuff~
8     var socket = io.connect();~
7 ~
6     socket.on('connect', function () {~
5       console.log('connection');~
4       socket.emit('messages', { data: 'prepaw' });~
3 ~
2       socket.json.send({'string': 'dafadsfasd'});~
1 ~
0       socket.emit('join', 'room');~
1     });~
2 ~
3   </script>~
4 </body>~
5 </html>~

```

```

18 use strict;~
19 ~
18 var connect = require('connect')~
17 , app = connect.createServer(connect.static(__dirname))~
16 , io = require('socket.io')~
15 ~
14 /**~
13  * Start listening to the server.~
12  */~
11 ~
10 app.listen(8080);~
9 ~
8 var socket = io.listen(app);~
7 ~
6 socket.sockets.on('connection', function (socket) {~
5   socket.on('messages', function (data) {~
4     console.log('message', data);~
3   });~
2 ~
1   socket.on('join', function (room) {~
0     socket.join('room');~
1   });~
2 });~

```

~/Sites/conferences/usergroup/demo/server.js [+] [javascript]21,25 All

^[

```

24 <!doctype html>~
23 <html lang="en">~
22 <head>~
21   <meta charset="utf-8">~
20   <meta http-equiv="X-UA-Compatible" content="IE=edge,chrome=1">~
19   <title>Stop, demo time</title>~
18   <script src="/lib/jquery.js"></script>~
17   <script src="/lib/underscore.js"></script>~
16   <script src="/lib/backbone.js"></script>~
15 </head>~
14 <body>~
13   <div id="output"></div>~
12   <!-- socket.io serves the client file for you -->~
11   <script src="/socket.io/socket.io.js"></script>~
10   <script>~
9     // do stuff~
8     var socket = io.connect();~
7 ~
6     socket.on('connect', function () {~
5       console.log('connection');~
4       socket.emit('messages', { data: 'wowow' });~
3 ~
2       socket.json.send({'string': 'dofadsfasd'});~
1 ~
0       socket.emit('join', 'room');~
1     });~
2 ~
3   </script>~
4 </body>~
5 </html>~

```

~/Sites/conferences/usergroup/demo/index.html [+] [html] 25,32 All

No matching autocomands

```

21 use strict;~
20 ~
19 var connect = require('connect')~
18 , app = connect.createServer(connect.static(__dirname))~
17 , io = require('socket.io')~
16 ~
15 /**~
14  * Start listening to the server.~
13  */~
12 ~
11 app.listen(8080);~
10 ~
9 var socket = io.listen(app);~
8 ~
7 socket.sockets.on('connection', function (socket) {~
6   socket.on('messages', function (data) {~
5     console.log('message', data);~
4   });~
3 ~
2   socket.on('join', function (room) {~
1     socket.join('room');~
0   });~
1 });~

```

~/Sites/conferences/usergroup/demo/server.js [+] [javascript] 22,6 All

-- INSERT --

```

24 <!doctype html>~
23 <html lang="en">~
22 <head>~
21   <meta charset="utf-8">~
20   <meta http-equiv="X-UA-Compatible" content="IE=edge,chrome=1">~
19   <title>Stop, demo time</title>~
18   <script src="/lib/jquery.js"></script>~
17   <script src="/lib/underscore.js"></script>~
16   <script src="/lib/backbone.js"></script>~
15 </head>~
14 <body>~
13   <div id="output"></div>~
12   <!-- socket.io serves the client file for you -->~
11   <script src="/socket.io/socket.io.js"></script>~
10   <script>~
9     // do stuff~
8     var socket = io.connect();~
7 ~
6     socket.on('connect', function () {~
5       console.log('connection');~
4       socket.emit('messages', { data: 'pewpew' });~
3 ~
2       socket.json.send({'string': 'dafadsfasd'});~
1 ~
0       socket.emit('join', 'room');~
1   });~
2 ~
3   </script>~
4 </body>~
5 </html>~

```

~/Sites/conferences/usergroup/demo/index.html [+] [html] 25,32 All

No matching autocommands

```

23 use strict;~
22 ~
21 var connect = require('connect')~
20 , app = connect.createServer(connect.static(__dirname))~
19 , io = require('socket.io')~
18 ~
17 /**~
16  * Start listening to the server.~
15  */~
14 ~
13 app.listen(8080);~
12 ~
11 var socket = io.listen(app);~
10 ~
9 socket.sockets.on('connection', function (socket) {~
8   socket.on('messages', function (data) {~
7     console.log('message', data);~
6   });~
5 ~
4   socket.on('join', function (room) {~
3     socket.join('room');~
2   });~
1 ~
0 }~
1 });~

```

~/Sites/conferences/usergroup/demo/server.js [+] [javascript] 24,3 All

-- INSERT --

```

24 <!doctype html>~
23 <html lang="en">~
22 <head>~
21   <meta charset="utf-8">~
20   <meta http-equiv="X-UA-Compatible" content="IE=edge,chrome=1">~
19   <title>Stop, demo time</title>~
18   <script src="/lib/jquery.js"></script>~
17   <script src="/lib/underscore.js"></script>~
16   <script src="/lib/backbone.js"></script>~
15 </head>~
14 <body>~
13   <div id="output"></div>~
12   <!-- socket.io serves the client file for you -->~
11   <script src="/socket.io/socket.io.js"></script>~
10   <script>~
9     // do stuff~
8     var socket = io.connect();~
7 ~
6     socket.on('connect', function () {~
5       console.log('connection');~
4       socket.emit('messages', { data: 'wowow' });~
3 ~
2       socket.json.send({'string': 'dofadsfasd'});~
1 ~
0       socket.emit('join', 'room');~
1   });~
2 ~
3   </script>~
4 </body>~
5 </html>~

```

~/Sites/conferences/usergroup/demo/index.html [+] [html] 25,32 All

No matching autocommands

```

23 use strict;~
22 ~
21 var connect = require('connect')~
20   , app = connect.createServer(connect.static(__dirname))~
19   , io = require('socket.io')~
18 ~
17 /**~
16  * Start listening to the server.~
15  */~
14 ~
13 app.listen(8080);~
12 ~
11 var socket = io.listen(app);~
10 ~
9 socket.sockets.on('connection', function (socket) {~
8   socket.on('messages', function (data) {~
7     console.log('message', data);~
6   });~
5 ~
4   socket.on('join', function (room) {~
3     socket.join('room');~
2   });~
1 ~
0   socket.~
1 });~

```

~/Sites/conferences/usergroup/demo/server.js [+] [javascript]24,10 All
^[

```

24 <!doctype html>~
23 <html lang="en">~
22 <head>~
21   <meta charset="utf-8">~
20   <meta http-equiv="X-UA-Compatible" content="IE=edge,chrome=1">~
19   <title>Stop, demo time</title>~
18   <script src="/lib/jquery.js"></script>~
17   <script src="/lib/underscore.js"></script>~
16   <script src="/lib/backbone.js"></script>~
15 </head>~
14 <body>~
13   <div id="output"></div>~
12   <!-- socket.io serves the client file for you -->~
11   <script src="/socket.io/socket.io.js"></script>~
10   <script>~
9     // do stuff~
8     var socket = io.connect();~
7 ~
6     socket.on('connect', function () {~
5       console.log('connection');~
4       socket.emit('messages', { data: 'pewpew' });~
3 ~
2       socket.json.send({'string': 'dofadsfasd'});~
1 ~
0       socket.emit('join', 'room');~
1   });~
2 ~
3 </script>~
4 </body>~
5 </html>~

```

~/Sites/conferences/usergroup/demo/index.html [+] [html] 25,32 All
No matching autocomands

```

22 use strict;~
21 ~
20 var connect = require('connect')~
19 , app = connect.createServer(connect.static(__dirname))~
18 , io = require('socket.io')~
17 ~
16 /**~
15  * Start listening to the server.~
14  */~
13 ~
12 app.listen(8080);~
11 ~
10 var socket = io.listen(app);~
9 ~
8 socket.sockets.on('connection', function (socket) {~
7   socket.on('messages', function (data) {~
6     console.log('message', data);~
5   });~
4 ~
3   socket.on('join', function (room) {~
2     socket.join('room');~
1   });~
0 ~
1   socket.~
2 });~

```

```

1 socket.~
2 });~

```

```

24 <!doctype html>~
23 <html lang="en">~
22 <head>~
21   <meta charset="utf-8">~
20   <meta http-equiv="X-UA-Compatible" content="IE=edge,chrome=1">~
19   <title>Stop, demo time</title>~
18   <script src="/lib/jquery.js"></script>~
17   <script src="/lib/underscore.js"></script>~
16   <script src="/lib/backbone.js"></script>~
15 </head>~
14 <body>~
13   <div id="output"></div>~
12   <!-- socket.io serves the client file for you -->~
11   <script src="/socket.io/socket.io.js"></script>~
10   <script>~
9     // do stuff~
8     var socket = io.connect();~
7 ~
6     socket.on('connect', function () {~
5       console.log('connection');~
4       socket.emit('messages', { data: 'peepew' });~
3 ~
2       socket.json.send({'string': 'dofadsfasd'});~
1 ~
0       socket.emit('join', 'room');~
1   });~
2 ~
3   </script>~
4 </body>~
5 </html>~

```

```

13 use strict;~
14 ~
13 var connect = require('connect')~
12 , app = connect.createServer(connect.static(__dirname))~
11 , io = require('socket.io')~
10 ~
9 /**~
8  * Start listening to the server.~
7  */~
6 ~
5 app.listen(8080);~
4 ~
3 var socket = io.listen(app);~
2 ~
1 socket.sockets.on('connection', function (socket) {~
0 |
1 socket.on('messages', function (data) {~
2     console.log('message', data);~
3 });~
4 ~
5 socket.on('join', function (room) {~
6     socket.join('room');~
7 });~
8 ~
9 socket.~
10 });~

```

~/Sites/conferences/usergroup/demo/server.js [+] [javascript] 16,3 All
-- INSERT --

```

24 <!doctype html>~
23 <html lang="en">~
22 <head>~
21     <meta charset="utf-8">~
20     <meta http-equiv="X-UA-Compatible" content="IE=edge,chrome=1">~
19     <title>Stop, demo time</title>~
18     <script src="/lib/jquery.js"></script>~
17     <script src="/lib/underscore.js"></script>~
16     <script src="/lib/backbone.js"></script>~
15 </head>~
14 <body>~
13     <div id="output"></div>~
12     <!-- socket.io serves the client file for you -->~
11     <script src="/socket.io/socket.io.js"></script>~
10     <script>~
9         // do stuff~
8     var socket = io.connect();~
7 ~
6     socket.on('connect', function () {~
5         console.log('connection');~
4         socket.emit('messages', { data: 'pewpew' });~
3 ~
2         socket.json.send({'string': 'dofadsfasd'});~
1 ~
0         socket.emit('join', 'room');~
1     });~
2 ~
3 </script>~
4 </body>~
5 </html>~

```

~/Sites/conferences/usergroup/demo/index.html [+] [html] 25,32 All
No matching autocommands

```

22 use strict;~
21 ~
20 var connect = require('connect')~
19 , app = connect.createServer(connect.static(__dirname))~
18 , io = require('socket.io')~
17 ~
16 /**~
15  * Start listening to the server.~
14  */~
13 ~
12 app.listen(8080);~
11 ~
10 var socket = io.listen(app);~
9 ~
8 socket.sockets.on('connection', function (socket) {~
7   var roomname;~
6 ~
5   socket.on('messages', function (data) {~
4     console.log('message', data);~
3   });~
2 ~
1   socket.on('join', function (room) {~
0     socket.join('room');~
1   });~
2 ~
3   socket.~
4 });~

```

~/Sites/conferences/usergroup/demo/server.js [+] [javascript] 23,3 All

```

24 <!doctype html>~
23 <html lang="en">~
22 <head>~
21   <meta charset="utf-8">~
20   <meta http-equiv="X-UA-Compatible" content="IE=edge,chrome=1">~
19   <title>Stop, demo time</title>~
18   <script src="/lib/jquery.js"></script>~
17   <script src="/lib/underscore.js"></script>~
16   <script src="/lib/backbone.js"></script>~
15 </head>~
14 <body>~
13   <div id="output"></div>~
12   <!-- socket.io serves the client file for you -->~
11   <script src="/socket.io/socket.io.js"></script>~
10   <script>~
9     // do stuff~
8     var socket = io.connect();~
7 ~
6     socket.on('connect', function () {~
5       console.log('connection');~
4       socket.emit('messages', { data: 'prevone' });~
3 ~
2       socket.json.send({'string': 'dafadsfasd'});~
1 ~
0       socket.emit('join', 'room');~
1     });~
2 ~
3   </script>~
4 </body>~
5 </html>~

```

~/Sites/conferences/usergroup/demo/index.html [+] [html] 25,32 All

No matching autocommands

```

22 use strict;~
21 ~
20 var connect = require('connect')~
19 , app = connect.createServer(connect.static(__dirname))~
18 , io = require('socket.io')~
17 ~
16 /**~
15  * Start listening to the server.~
14  */~
13 ~
12 app.listen(8080);~
11 ~
10 var socket = io.listen(app);~
9 ~
8 socket.sockets.on('connection', function (socket) {~
7   var roomname;~
6 ~
5   socket.on('messages', function (data) {~
4     console.log('message', data);~
3   });~
2 ~
1   socket.on('join', function (room) {~
0     socket.join('room');~
1   });~
2 ~
3   socket.~
4 });~

```

~/Sites/conferences/usergroup/demo/server.js [+] [javascript] 23, 25 All
-- INSERT --

```

24 <!doctype html>~
23 <html lang="en">~
22 <head>~
21   <meta charset="utf-8">~
20   <meta http-equiv="X-UA-Compatible" content="IE=edge,chrome=1">~
19   <title>Stop, demo time</title>~
18   <script src="/lib/jquery.js"></script>~
17   <script src="/lib/underscore.js"></script>~
16   <script src="/lib/backbone.js"></script>~
15 </head>~
14 <body>~
13   <div id="output"></div>~
12   <!-- socket.io serves the client file for you -->~
11   <script src="/socket.io/socket.io.js"></script>~
10   <script>~
9     // do stuff~
8     var socket = io.connect();~
7 ~
6     socket.on('connect', function () {~
5       console.log('connection');~
4       socket.emit('messages', { data: 'people' });~
3 ~
2       socket.json.send({'string': 'dofadsfasd'});~
1 ~
0       socket.emit('join', 'room');~
1     });~
2 ~
3   </script>~
4 </body>~
5 </html>~

```

~/Sites/conferences/usergroup/demo/index.html [+] [html] 25, 32 All
No matching autocomands

```

22 use strict;~
21 ~
20 var connect = require('connect')~
19 , app = connect.createServer(connect.static(__dirname))~
18 , io = require('socket.io')~
17 ~
16 /**~
15  * Start listening to the server.~
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4     console.log('message', data);~
3   });~
2 ~
1   socket.on('join', function (room) {~
0     socket.join('room');~
1   });~
2 ~
3   socket.~
4 });~

```

~/Sites/conferences/usergroup/demo/server.js [+] [javascript]23,25 All

^[

```

24 <!doctype html>~
23 <html lang="en">~
22 <head>~
21   <meta charset="utf-8">~
20   <meta http-equiv="X-UA-Compatible" content="IE=edge,chrome=1">~
19   <title>Stop, demo time</title>~
18   <script src="/lib/jquery.js"></script>~
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2 ~
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5 </html>~

```

~/Sites/conferences/usergroup/demo/index.html [+] [html] 25,32 All

No matching autocomands

```

22 use strict;~
21 ~
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0     socket.join('room');~
1   });~
2 ~
3   socket.~
4 });~

```

~/Sites/conferences/usergroup/demo/server.js [+] [javascript] 23, 25 All

^[

```

24 <!doctype html>~
23 <html lang="en">~
22 <head>~
21   <meta charset="utf-8">~
20   <meta http-equiv="X-UA-Compatible" content="IE=edge,chrome=1">~
19   <title>Stop, demo time</title>~
18   <script src="/lib/jquery.js"></script>~
17   <script src="/lib/underscore.js"></script>~
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1 ~
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1     });~
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```

~/Sites/conferences/usergroup/demo/index.html [+] [html] 25, 32 All

No matching autocommands

```

22 use strict;~
21 ~
20 var connect = require('connect')~
19 , app = connect.createServer(connect.static(__dirname))~
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4     console.log('message', data);~
3   });~
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0     socket.join('room');~
1   });~
2 ~
3   socket.~
4 });~

```

~/Sites/conferences/usergroup/demo/server.js [+] [javascript]23,23 All

-- INSERT --

```

24 <!doctype html>~
23 <html lang="en">~
22 <head>~
21   <meta charset="utf-8">~
20   <meta http-equiv="X-UA-Compatible" content="IE=edge,chrome=1">~
19   <title>Stop, demo time</title>~
18   <script src="/lib/jquery.js"></script>~
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16   <script src="/lib/backbone.js"></script>~
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11   <script src="/socket.io/socket.io.js"></script>~
10   <script>~
9     // do stuff~
8     var socket = io.connect();~
7 ~
6     socket.on('connect', function () {~
5       console.log('connection');~
4       socket.emit('messages', { data: 'peppew' });~
3 ~
2       socket.json.send({'string': 'dafadsfasd'});~
1 ~
0       socket.emit('join', 'room');~
1     });~
2 ~
3   </script>~
4 </body>~
5 </html>~

```

~/Sites/conferences/usergroup/demo/index.html [+] [html] 25,32 All

No matching autocommands

```

23 use strict;~
22 ~
21 var connect = require('connect')~
20 , app = connect.createServer(connect.static(__dirname))~
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16  * Start listening to the server.~
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6   socket.on('messages', function (data) {~
5     console.log('message', data);~
4   });~
3 ~
2   socket.on('join', function (room) {~
1     socket.join(room);~
0   }
1 });~
2 ~
3 socket.~
4 });~

```

~/Sites/conferences/usergroup/demo/server.js [+] [javascript] 24,5 All

-- INSERT --

```

24 <!doctype html>~
23 <html lang="en">~
22 <head>~
21   <meta charset="utf-8">~
20   <meta http-equiv="X-UA-Compatible" content="IE=edge,chrome=1">~
19   <title>Stop, demo time</title>~
18   <script src="/lib/jquery.js"></script>~
17   <script src="/lib/underscore.js"></script>~
16   <script src="/lib/backbone.js"></script>~
15 </head>~
14 <body>~
13   <div id="output"></div>~
12   <!-- socket.io serves the client file for you -->~
11   <script src="/socket.io/socket.io.js"></script>~
10   <script>~
9     // do stuff~
8     var socket = io.connect();~
7 ~
6     socket.on('connect', function () {~
5       console.log('connection');~
4       socket.emit('messages', { data: 'peppew' });~
3 ~
2       socket.json.send({'string': 'dafadsfasd'});~
1 ~
0       socket.emit('join', 'room');~
1     });~
2 ~
3   </script>~
4 </body>~
5 </html>~

```

~/Sites/conferences/usergroup/demo/index.html [+] [html] 25,32 All

No matching autocomands

```
23 use strict;~
22 ~
21 var connect = require('connect')~
20 , app = connect.createServer(connect.static(__dirname))~
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17 /**~
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3 ~
2   socket.on('join', function (room) {~
1     socket.join(room);~
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1   }~
2   room~
3   socket.~
4 });~
```

```
24 <!doctype html>~
23 <html lang="en">~
22 <head>~
21   <meta charset="utf-8">~
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11   <script src="/socket.io/socket.io.js"></script>~
10   <script>~
9     // do stuff~
8     var socket = io.connect();~
7 ~
6     socket.on('connect', function () {~
5       console.log('connection');~
4       socket.emit('messages', { data: 'wowow' });~
3 ~
2       socket.json.send({'string': 'dofadsfasd'});~
1 ~
0       socket.emit('join', 'room');~
1     });~
2 ~
3   </script>~
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5 </html>~
```

```

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22 ~
21 var connect = require('connect')~
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1     socket.join(room);~
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24 <!doctype html>~
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21   <meta charset="utf-8">~
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2 ~
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```

```

26 use strict";-
25 -
24 var connect = require('connect')-
23   , app = connect.createServer(connect.static(__dirname))-
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19  * Start listening to the server.-
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16 app.listen(8080);-
15 -
14 var socket = io.listen(app);-
13 -
12 socket.sockets.on('connection', function (socket) {-
11   var roomname;-
10 -
9   socket.on('messages', function (data) {-
8     console.log('message', data);-
7   });-
6 -
5   socket.on('join', function (room) {-
4     socket.join(room);-
3     roomname = room;-
2   });-
1 -
0   socket.-
1 });-

```

~/Sites/conferences/usergroup/demo/server.js [+] [javascript]27,18 All
-- INSERT --

```

24 <!doctype html>-
23 <html lang="en">-
22 <head>-
21   <meta charset="utf-8">-
20   <meta http-equiv="X-UA-Compatible" content="IE=edge,chrome=1">-
19   <title>Stop, demo time</title>-
18   <script src="/lib/jquery.js"></script>-
17   <script src="/lib/underscore.js"></script>-
16   <script src="/lib/backbone.js"></script>-
15 </head>-
14 <body>-
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2       socket.json.send({'string': 'dafadsfasd'});-
1 -
0       socket.emit('join', 'room')-
1   });-
2 -
3   </script>-
4 </body>-
5 </html>-

```

~/Sites/conferences/usergroup/demo/index.html [+] [html] 25,32 All
No matching autocomands

```

26 use strict";-
25 -
24 var connect = require('connect')-
23   , app = connect.createServer(connect.static(__dirname))-
22   , io = require('socket.io');-
21 -
20 /**-
19  * Start listening to the server.-
18  */-
17 -
16 app.listen(8080);-
15 -
14 var socket = io.listen(app);-
13 -
12 socket.sockets.on('connection', function (socket) {-
11   var roomname;-
10 -
9   socket.on('messages', function (data) {-
8     console.log('message', data);-
7   });-
6 -
5   socket.on('join', function (room) {-
4     socket.join(room);-
3     roomname = room;-
2   });-
1 -
0   socket.on('disconnect')-
1 });-

```

```

24 <!doctype html>-
23 <html lang="en">-
22 <head>-
21   <meta charset="utf-8">-
20   <meta http-equiv="X-UA-Compatible" content="IE=edge,chrome=1">-
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2       socket.json.send({'string': 'dofadsfasd'});-
1 -
0       socket.emit('join', 'room')-
1   });-
2 -
3   </script>-
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```

```

26 use strict;~
25 ~
24 var connect = require('connect')~
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7   });~
6 ~
5   socket.on('join', function (room) {~
4     socket.join(room);~
3     roomname = room;~
2   });~
1 ~
0   socket.on('disconnect', function ()~
1   });~

```

~/Sites/conferences/usergroup/demo/server.js [+] [javascript]27,38 All

-- INSERT --

```

24 <!doctype html>~
23 <html lang="en">~
22 <head>~
21   <meta charset="utf-8">~
20   <meta http-equiv="X-UA-Compatible" content="IE=edge,chrome=1">~
19   <title>Stop, demo time</title>~
18   <script src="/lib/jquery.js"></script>~
17   <script src="/lib/underscore.js"></script>~
16   <script src="/lib/backbone.js"></script>~
15 </head>~
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11   <script src="/socket.io/socket.io.js"></script>~
10   <script>~
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8     var socket = io.connect();~
7 ~
6     socket.on('connect', function () {~
5       console.log('connection');~
4       socket.emit('messages', { data: 'peppew' });~
3 ~
2       socket.json.send({'string': 'dafadsfasd'});~
1 ~
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1     });~
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4 </body>~
5 </html>~

```

~/Sites/conferences/usergroup/demo/index.html [+] [html] 25,32 All

No matching autocomands

```

26 use strict";-
25 -
24 var connect = require('connect')-
23   , app = connect.createServer(connect.static(__dirname))-
22   , io = require('socket.io');-
21 -
20 /**-
19  * Start listening to the server.-
18  */-
17 -
16 app.listen(8080);-
15 -
14 var socket = io.listen(app);-
13 -
12 socket.sockets.on('connection', function (socket) {-
11   var roomname;-
10 -
9   socket.on('messages', function (data) {-
8     console.log('message', data);-
7   });-
6 -
5   socket.on('join', function (room) {-
4     socket.join(room);-
3     roomname = room;-
2   });-
1 -
0   socket.on('disconnect', function () {})-
1 });-

```

~/Sites/conferences/usergroup/demo/server.js [+] [javascript]27,42 All

-- INSERT --

```

24 <!doctype html>-
23 <html lang="en">-
22 <head>-
21   <meta charset="utf-8">-
20   <meta http-equiv="X-UA-Compatible" content="IE=edge,chrome=1">-
19   <title>Stop, demo time</title>-
18   <script src="/lib/jquery.js"></script>-
17   <script src="/lib/underscore.js"></script>-
16   <script src="/lib/backbone.js"></script>-
15 </head>-
14 <body>-
13   <div id="output"></div>-
12   <!-- socket.io serves the client file for you -->-
11   <script src="/socket.io/socket.io.js"></script>-
10   <script>-
9     // do stuff-
8     var socket = io.connect();-
7 -
6     socket.on('connect', function () {-
5       console.log('connection');-
4       socket.emit('messages', { data: 'wowow' });-
3 -
2       socket.json.send({'string': 'dafadsfasd'});-
1 -
0       socket.emit('join', 'room');-
1   });-
2 -
3   </script>-
4 </body>-
5 </html>-

```

~/Sites/conferences/usergroup/demo/index.html [+] [html] 25,32 All

No matching autocommands

```

27 use strict;~
28 ~
29 var connect = require('connect')~
30 , app = connect.createServer(connect.static(__dirname))~
31 , io = require('socket.io')~
32 ~
33 /**~
34  * Start listening to the server.~
35  */~
36 ~
37 app.listen(8080);~
38 ~
39 var socket = io.listen(app);~
40 ~
41 socket.sockets.on('connection', function (socket) {~
42   var roomname;~
43 ~
44   socket.on('messages', function (data) {~
45     console.log('message', data);~
46   });~
47 ~
48   socket.on('join', function (room) {~
49     socket.join(room);~
50     roomname = room;~
51   });~
52 ~
53   socket.on('disconnect', function () {~
54     ~
55   });~
56 });~

```

~/Sites/conferences/usergroup/demo/server.js [+] [javascript] 28,3 All
 -- INSERT --

```

24 <!doctype html>~
25 <html lang="en">~
26 <head>~
27   <meta charset="utf-8">~
28   <meta http-equiv="X-UA-Compatible" content="IE=edge,chrome=1">~
29   <title>Stop, demo time</title>~
30   <script src="/lib/jquery.js"></script>~
31   <script src="/lib/underscore.js"></script>~
32   <script src="/lib/backbone.js"></script>~
33 </head>~
34 <body>~
35   <div id="output"></div>~
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37   <script src="/socket.io/socket.io.js"></script>~
38   <script>~
39     // do stuff~
40     var socket = io.connect();~
41 ~
42     socket.on('connect', function () {~
43       console.log('connection');~
44       socket.emit('messages', { data: 'wowow' });~
45 ~
46       socket.json.send({'string': 'dofadsfasd'});~
47 ~
48       socket.emit('join', 'room');~
49     });~
50 ~
51   </script>~
52 </body>~
53 </html>~

```

~/Sites/conferences/usergroup/demo/index.html [+] [html] 25,32 All
 No matching autocommands

```

27 use strict;~
28 ~
29 var connect = require('connect')~
30 , app = connect.createServer(connect.static(__dirname))~
31 , io = require('socket.io')~
32 ~
33 /**~
34 * Start listening to the server.~
35 */~
36 ~
37 app.listen(8080);~
38 ~
39 var socket = io.listen(app);~
40 ~
41 socket.sockets.on('connection', function (socket) {~
42   var roomname;~
43 ~
44   socket.on('messages', function (data) {~
45     console.log('message', data);~
46   });~
47 ~
48   socket.on('join', function (room) {~
49     socket.join(room);~
50     roomname = room;~
51   });~
52 ~
53   socket.on('disconnect', function () {~
54     socket.leave(roomname);~
55   });~
56 });~

```

roomname

room

~/Sites/conferences/usergroup/demo/server.js [+] [javascript]28,21 All

-- Keyword completion (ANAP) match 2 of 2

```

24 <!doctype html>~
25 <html lang="en">~
26 <head>~
27   <meta charset="utf-8">~
28   <meta http-equiv="X-UA-Compatible" content="IE=edge,chrome=1">~
29   <title>Stop, demo time</title>~
30   <script src="/lib/jquery.js"></script>~
31   <script src="/lib/underscore.js"></script>~
32   <script src="/lib/backbone.js"></script>~
33 </head>~
34 <body>~
35   <div id="output"></div>~
36   <!-- socket.io serves the client file for you -->~
37   <script src="/socket.io/socket.io.js"></script>~
38   <script>~
39     // do stuff~
40     var socket = io.connect();~
41 ~
42     socket.on('connect', function () {~
43       console.log('connection');~
44       socket.emit('messages', { data: 'ping' });~
45 ~
46       socket.json.send({'string': 'dafadsfasd'});~
47 ~
48       socket.emit('join', 'room');~
49     });~
50 ~
51   </script>~
52 </body>~
53 </html>~

```

~/Sites/conferences/usergroup/demo/index.html [+] [html] 25,32 All

No matching autocommands

```

27 use strict;~
28 ~
29 var connect = require('connect')~
30 , app = connect.createServer(connect.static(__dirname))~
31 , io = require('socket.io')~
32 ~
33 /**~
34 * Start listening to the server.~
35 */~
36 ~
37 app.listen(8080);~
38 ~
39 var socket = io.listen(app);~
40 ~
41 socket.sockets.on('connection', function (socket) {~
42   var roomname;~
43 ~
44   socket.on('messages', function (data) {~
45     console.log('message', data);~
46   });~
47 ~
48   socket.on('join', function (room) {~
49     socket.join(room);~
50     roomname = room;~
51   });~
52 ~
53   socket.on('disconnect', function () {~
54     socket.leave(roomname);~
55   });~
56 ~
57 });~

```

roomname

room

```

24 <!doctype html>~
25 <html lang="en">~
26 <head>~
27   <meta charset="utf-8">~
28   <meta http-equiv="X-UA-Compatible" content="IE=edge,chrome=1">~
29   <title>Stop, demo time</title>~
30   <script src="/lib/jquery.js"></script>~
31   <script src="/lib/underscore.js"></script>~
32   <script src="/lib/backbone.js"></script>~
33 </head>~
34 <body>~
35   <div id="output"></div>~
36   <!-- socket.io serves the client file for you -->~
37   <script src="/socket.io/socket.io.js"></script>~
38   <script>~
39     // do stuff~
40     var socket = io.connect();~
41 ~
42     socket.on('connect', function () {~
43       console.log('connection');~
44       socket.emit('messages', { data: 'wowow' });~
45 ~
46       socket.json.send({'string': 'dofadsfasd'});~
47 ~
48       socket.emit('join', 'room');~
49     });~
50 ~
51   </script>~
52 </body>~
53 </html>~

```

```

27 use strict";-
28 ~
29 var connect = require('connect')-
30 , app = connect.createServer(connect.static(__dirname))-
31 , io = require('socket.io')-;
32 ~
33 /**-
34 * Start listening to the server.-
35 */-
36 ~
37 app.listen(8080);-
38 ~
39 var socket = io.listen(app);-
40 ~
41 socket.sockets.on('connection', function (socket) {-
42     var roomname;-
43     ~
44     socket.on('messages', function (data) {-
45         console.log('message', data);-
46     });-
47     ~
48     socket.on('join', function (room) {-
49         socket.join(room);-
50         roomname = room;-
51     });-
52     ~
53     socket.on('disconnect', function () {-
54         socket.leave(roomname);-
55     });-
56     ~
57 });-
58 ~

```

~/Sites/conferences/usergroup/demo/server.js [+] [javascript]28,28 All

^C

```

24 <!doctype html>-
25 <html lang="en">-
26 <head>-
27     <meta charset="utf-8">-
28     <meta http-equiv="X-UA-Compatible" content="IE=edge,chrome=1">-
29     <title>Stop, demo time</title>-
30     <script src="/lib/jquery.js"></script>-
31     <script src="/lib/underscore.js"></script>-
32     <script src="/lib/backbone.js"></script>-
33 </head>-
34 <body>-
35     <div id="output"></div>-
36     <!-- socket.io serves the client file for you -->-
37     <script src="/socket.io/socket.io.js"></script>-
38     <script>-
39         // do stuff-
40         var socket = io.connect();-
41         ~
42         socket.on('connect', function () {-
43             console.log('connection');-
44             socket.emit('messages', { data: 'ping' });-
45             ~
46             socket.json.send({'string': 'dafadsfasd'});-
47             ~
48             socket.emit('join', 'room');-
49         });-
50         ~
51     </script>-
52 </body>-
53 </html>-

```

~/Sites/conferences/usergroup/demo/index.html [+] [html] 25,32 All

No matching autocommands

```

27 use strict;~
28 ~
29 var connect = require('connect')~
30 , app = connect.createServer(connect.static(__dirname))~
31 , io = require('socket.io')~
32 ~
33 /**~
34  * Start listening to the server.~
35  */~
36 ~
37 app.listen(8080);~
38 ~
39 var socket = io.listen(app);~
40 ~
41 socket.sockets.on('connection', function (socket) {~
42   var roomname;~
43 ~
44   socket.on('messages', function (data) {~
45     console.log('message', data);~
46   });~
47 ~
48   socket.on('join', function (room) {~
49     socket.join(room);~
50     roomname = room;~
51   });~
52 ~
53   socket.on('disconnect', function () {~
54     socket.leave(roomname);~
55   });~
56 });~

```

```

~/Sites/conferences/usergroup/demo/server.js [javascript] 28,27 All
"server.js" 38L, 549C written

```

```

24 <!doctype html>~
25 <html lang="en">~
26 <head>~
27   <meta charset="utf-8">~
28   <meta http-equiv="X-UA-Compatible" content="IE=edge,chrome=1">~
29   <title>Stop, demo time</title>~
30   <script src="/lib/jquery.js"></script>~
31   <script src="/lib/underscore.js"></script>~
32   <script src="/lib/backbone.js"></script>~
33 </head>~
34 <body>~
35   <div id="output"></div>~
36   <!-- socket.io serves the client file for you -->~
37   <script src="/socket.io/socket.io.js"></script>~
38   <script>~
39     // do stuff~
40     var socket = io.connect();~
41 ~
42     socket.on('connect', function () {~
43       console.log('connection');~
44       socket.emit('messages', { data: 'wowow' });~
45 ~
46       socket.json.send({'string': 'dofadsfasd'});~
47 ~
48       socket.emit('join', 'room');~
49     });~
50 ~
51   </script>~
52 </body>~
53 </html>~

```

```

~/Sites/conferences/usergroup/demo/index.html [+] [html] 25,32 All
No matching autocomands

```

```

24 use strict;~
23 ~
22 var connect = require('connect')~
21   , app = connect.createServer(connect.static(__dirname))~
20   , io = require('socket.io')~
19 ~
18 /**~
17  * Start listening to the server.~
16  */~
15 ~
14 app.listen(8080);~
13 ~
12 var socket = io.listen(app);~
11 ~
10 socket.sockets.on('connection', function (socket) {~
9   var roomname;~
8 ~
7   socket.on('messages', function (data) {~
6     console.log('message', data);~
5   });~
4 ~
3   socket.on('join', function (room) {~
2     socket.join(room);~
1     roomname = room;~
0 });~
1 ~
2   socket.on('disconnect', function () {~
3     socket.leave(roomname);~
4   });~
5 });~

```

```

~/Sites/conferences/usergroup/demo/server.js [javascript] 25,5 All
"server.js" 30L, 549C written

```

```

24 <!doctype html>~
23 <html lang="en">~
22 <head>~
21   <meta charset="utf-8">~
20   <meta http-equiv="X-UA-Compatible" content="IE=edge,chrome=1">~
19   <title>Stop, demo time</title>~
18   <script src="/lib/jquery.js"></script>~
17   <script src="/lib/underscore.js"></script>~
16   <script src="/lib/backbone.js"></script>~
15 </head>~
14 <body>~
13   <div id="output"></div>~
12   <!-- socket.io serves the client file for you -->~
11   <script src="/socket.io/socket.io.js"></script>~
10   <script>~
9     // do stuff~
8     var socket = io.connect();~
7 ~
6     socket.on('connect', function () {~
5       console.log('connection');~
4       socket.emit('messages', { data: 'peepw' });~
3 ~
2       socket.json.send({'string': 'dafadsfasd'});~
1 ~
0       socket.emit('join', 'room');~
1     });~
2 ~
3   </script>~
4 </body>~
5 </html>~

```

```

~/Sites/conferences/usergroup/demo/index.html [+] [html] 25,32 All
No matching autocomands

```

```

23 use strict;~
22 ~
21 var connect = require('connect')~
20 , app = connect.createServer(connect.static(__dirname))~
19 , io = require('socket.io')~
18 ~
17 /**~
16  * Start listening to the server.~
15  */~
14 ~
13 app.listen(8080);~
12 ~
11 var socket = io.listen(app);~
10 ~
9 socket.sockets.on('connection', function (socket) {~
8   var roomname;~
7 ~
6   socket.on('messages', function (data) {~
5     console.log('message', data);~
4   });~
3 ~
2   socket.on('join', function (room) {~
1     socket.join(room);~
0     roomname = room;~
1   });~
2 ~
3   socket.on('disconnect', function () {~
4     socket.leave(roomname);~
5   });~
6 });~

```

```

~/Sites/conferences/usergroup/demo/server.js [javascript] 24,28 All
"server.js" 38L, 549C written

```

```

24 <!doctype html>~
23 <html lang="en">~
22 <head>~
21   <meta charset="utf-8">~
20   <meta http-equiv="X-UA-Compatible" content="IE=edge,chrome=1">~
19   <title>Stop, demo time</title>~
18   <script src="/lib/jquery.js"></script>~
17   <script src="/lib/underscore.js"></script>~
16   <script src="/lib/backbone.js"></script>~
15 </head>~
14 <body>~
13   <div id="output"></div>~
12   <!-- socket.io serves the client file for you -->~
11   <script src="/socket.io/socket.io.js"></script>~
10   <script>~
9     // do stuff~
8     var socket = io.connect();~
7 ~
6     socket.on('connect', function () {~
5       console.log('connection');~
4       socket.emit('messages', { data: 'wowow' });~
3 ~
2       socket.json.send({'string': 'dofadsfasd'});~
1 ~
0       socket.emit('join', 'room');~
1     });~
2 ~
3   </script>~
4 </body>~
5 </html>~

```

```

~/Sites/conferences/usergroup/demo/index.html [+] [html] 25,32 All
No matching autocomands

```

```

24 use strict;~
23 ~
22 var connect = require('connect')~
21   , app = connect.createServer(connect.static(__dirname))~
20   , io = require('socket.io')~
19 ~
18 /**~
17  * Start listening to the server.~
16  */~
15 ~
14 app.listen(8080);~
13 ~
12 var socket = io.listen(app);~
11 ~
10 socket.sockets.on('connection', function (socket) {~
9   var roomname;~
8 ~
7   socket.on('messages', function (data) {~
6     console.log('message', data);~
5   });~
4 ~
3   socket.on('join', function (room) {~
2     socket.join(room);~
1     roomname = room;~
0   });~
1 ~
2   socket.on('disconnect', function () {~
3     socket.leave(roomname);~
4   });~
5 });~

```

```

~/Sites/conferences/usergroup/demo/server.js [javascript] 25,5 All
"server.js" 30L, 549C written

```

```

24 <!doctype html>~
23 <html lang="en">~
22 <head>~
21   <meta charset="utf-8">~
20   <meta http-equiv="X-UA-Compatible" content="IE=edge,chrome=1">~
19   <title>Stop, demo time</title>~
18   <script src="/lib/jquery.js"></script>~
17   <script src="/lib/underscore.js"></script>~
16   <script src="/lib/backbone.js"></script>~
15 </head>~
14 <body>~
13   <div id="output"></div>~
12   <!-- socket.io serves the client file for you -->~
11   <script src="/socket.io/socket.io.js"></script>~
10   <script>~
9     // do stuff~
8     var socket = io.connect();~
7 ~
6     socket.on('connect', function () {~
5       console.log('connection');~
4       socket.emit('messages', { data: 'pewew' });~
3 ~
2       socket.json.send({'string': 'dafadsfasd'});~
1 ~
0       socket.emit('join', 'room');~
1     });~
2 ~
3   </script>~
4 </body>~
5 </html>~

```

```

~/Sites/conferences/usergroup/demo/index.html [+] [html] 25,32 All
No matching autocomands

```

```

23 use strict;~
22 ~
21 var connect = require('connect')~
20 , app = connect.createServer(connect.static(__dirname))~
19 , io = require('socket.io')~
18 ~
17 /**~
16  * Start listening to the server.~
15  */~
14 ~
13 app.listen(8080);~
12 ~
11 var socket = io.listen(app);~
10 ~
9 socket.sockets.on('connection', function (socket) {~
8   var roomname;~
7 ~
6   socket.on('messages', function (data) {~
5     console.log('message', data);~
4   });~
3 ~
2   socket.on('join', function (room) {~
1     socket.join(room);~
0     roomname = room;~
1   });~
2 ~
3   socket.on('disconnect', function () {~
4     socket.leave(roomname);~
5   });~
6 });~

```

```

~/Sites/conferences/usergroup/demo/server.js [javascript] 24,28 All
"server.js" 38L, 549C written

```

```

24 <!doctype html>~
23 <html lang="en">~
22 <head>~
21   <meta charset="utf-8">~
20   <meta http-equiv="X-UA-Compatible" content="IE=edge,chrome=1">~
19   <title>Stop, demo time</title>~
18   <script src="/lib/jquery.js"></script>~
17   <script src="/lib/underscore.js"></script>~
16   <script src="/lib/backbone.js"></script>~
15 </head>~
14 <body>~
13   <div id="output"></div>~
12   <!-- socket.io serves the client file for you -->~
11   <script src="/socket.io/socket.io.js"></script>~
10   <script>~
9     // do stuff~
8     var socket = io.connect();~
7 ~
6     socket.on('connect', function () {~
5       console.log('connection');~
4       socket.emit('messages', { data: 'wowow' });~
3 ~
2       socket.json.send({'string': 'dofadsfasd'});~
1 ~
0       socket.emit('join', 'room');~
1     });~
2 ~
3   </script>~
4 </body>~
5 </html>~

```

```

~/Sites/conferences/usergroup/demo/index.html [+] [html] 25,32 All
No matching autocomands

```

```

24 use strict;~
23 ~
22 var connect = require('connect')~
21 , app = connect.createServer(connect.static(__dirname))~
20 , io = require('socket.io')~
19 ~
18 /**~
17  * Start listening to the server.~
16  */~
15 ~
14 app.listen(8080);~
13 ~
12 var socket = io.listen(app);~
11 ~
10 socket.sockets.on('connection', function (socket) {~
9   var roomname;~
8 ~
7   socket.on('messages', function (data) {~
6     console.log('message', data);~
5   });~
4 ~
3   socket.on('join', function (room) {~
2     socket.join(room);~
1     roomname = room;~
0   });~
1 ~
2   socket.on('disconnect', function () {~
3     socket.leave(roomname);~
4   });~
5 });~

```

```

~/Sites/conferences/usergroup/demo/server.js [javascript] 25,5 All
"server.js" 38L, 549C written

```

```

24 <!doctype html>~
23 <html lang="en">~
22 <head>~
21   <meta charset="utf-8">~
20   <meta http-equiv="X-UA-Compatible" content="IE=edge,chrome=1">~
19   <title>Stop, demo time</title>~
18   <script src="/lib/jquery.js"></script>~
17   <script src="/lib/underscore.js"></script>~
16   <script src="/lib/backbone.js"></script>~
15 </head>~
14 <body>~
13   <div id="output"></div>~
12   <!-- socket.io serves the client file for you -->~
11   <script src="/socket.io/socket.io.js"></script>~
10   <script>~
9     // do stuff~
8     var socket = io.connect();~
7 ~
6     socket.on('connect', function () {~
5       console.log('connection');~
4       socket.emit('messages', { data: 'pewpew' });~
3 ~
2       socket.json.send({'string': 'dafadsfasd'});~
1 ~
0       socket.emit('join', 'room');~
1     });~
2 ~
3   </script>~
4 </body>~
5 </html>~

```

```

~/Sites/conferences/usergroup/demo/index.html [+] [html] 25,32 All
No matching autocomands

```

```

24 use strict;~
23 ~
22 var connect = require('connect')~
21   , app = connect.createServer(connect.static(__dirname))~
20   , io = require('socket.io')~
19 ~
18 /**~
17  * Start listening to the server.~
16  */~
15 ~
14 app.listen(8080);~
13 ~
12 var socket = io.listen(app);~
11 ~
10 socket.sockets.on('connection', function (socket) {~
9   var roomname;~
8 ~
7   socket.on('messages', function (data) {~
6     console.log('message', data);~
5   });~
4 ~
3   socket.on('join', function (room) {~
2     socket.join(room);~
1     roomname = room;~
0   });~
1 ~
2   socket.on('disconnect', function () {~
3     socket.leave(roomname);~
4   });~
5 });~

```

~/Sites/conferences/usergroup/demo/server.js [javascript] 25,6 All

-- INSERT --

```

24 <!doctype html>~
23 <html lang="en">~
22 <head>~
21   <meta charset="utf-8">~
20   <meta http-equiv="X-UA-Compatible" content="IE=edge,chrome=1">~
19   <title>Stop, demo time</title>~
18   <script src="/lib/jquery.js"></script>~
17   <script src="/lib/underscore.js"></script>~
16   <script src="/lib/backbone.js"></script>~
15 </head>~
14 <body>~
13   <div id="output"></div>~
12   <!-- socket.io serves the client file for you -->~
11   <script src="/socket.io/socket.io.js"></script>~
10   <script>~
9     // do stuff~
8     var socket = io.connect();~
7 ~
6     socket.on('connect', function () {~
5       console.log('connection');~
4       socket.emit('messages', { data: 'preew' });~
3 ~
2       socket.json.send({'string': 'dafadsfasd'});~
1 ~
0       socket.emit('join', 'room');~
1     });~
2 ~
3   </script>~
4 </body>~
5 </html>~

```

~/Sites/conferences/usergroup/demo/index.html [+] [html] 25,32 All

No matching autocomands

```

26 use strict;~
25 ~
24 var connect = require('connect')~
23   , app = connect.createServer(connect.static(__dirname))~
22   , io = require('socket.io')~
21 ~
20 /**~
19  * Start listening to the server.~
18  */~
17 ~
16 app.listen(8080);~
15 ~
14 var socket = io.listen(app);~
13 ~
12 socket.sockets.on('connection', function (socket) {~
11   var roomname;~
10 ~
9   socket.on('messages', function (data) {~
8     console.log('message', data);~
7   });~
6 ~
5   socket.on('join', function (room) {~
4     socket.join(room);~
3     roomname = room;~
2   });~
1 ~
0 |
1 ~
2   socket.on('disconnect', function () {~
3     socket.leave(roomname);~
4   });~
5 });~

```

~/Sites/conferences/usergroup/demo/server.js [+] [javascript] 27,3 All

-- INSERT --

```

24 <!doctype html>~
23 <html lang="en">~
22 <head>~
21   <meta charset="utf-8">~
20   <meta http-equiv="X-UA-Compatible" content="IE=edge,chrome=1">~
19   <title>Stop, demo time</title>~
18   <script src="/lib/jquery.js"></script>~
17   <script src="/lib/underscore.js"></script>~
16   <script src="/lib/backbone.js"></script>~
15 </head>~
14 <body>~
13   <div id="output"></div>~
12   <!-- socket.io serves the client file for you -->~
11   <script src="/socket.io/socket.io.js"></script>~
10   <script>~
9     // do stuff~
8     var socket = io.connect();~
7 ~
6     socket.on('connect', function () {~
5       console.log('connection');~
4       socket.emit('messages', { data: 'wowow' });~
3 ~
2       socket.json.send({'string': 'dofadsfasd'});~
1 ~
0       socket.emit('join', 'room');~
1     });~
2 ~
3   </script>~
4 </body>~
5 </html>~

```

~/Sites/conferences/usergroup/demo/index.html [+] [html] 25,32 All

No matching autocommands

```

26 use strict";-
25 -
24 var connect = require('connect')-
23 , app = connect.createServer(connect.static(__dirname))-
22 , io = require('socket.io');-
21 -
20 /**-
19  * Start listening to the server.-
18  */-
17 -
16 app.listen(8080);-
15 -
14 var socket = io.listen(app);-
13 -
12 socket.sockets.on('connection', function (socket) {-
11   var roomname;-
10 -
9   socket.on('messages', function (data) {-
8     console.log('message', data);-
7   });-
6 -
5   socket.on('join', function (room) {-
4     socket.join(room);-
3     roomname = room;-
2   });-
1 -
0   socket.on('change')-
1 -
2   socket.on('disconnect', function () {-
3     socket.leave(roomname);-
4   });-
5 });-

```

~/Sites/conferences/usergroup/demo/server.js [+] [javascript]27,19 All

^[

```

24 </doctype html>-
23 <html lang="en">-
22 <head>-
21   <meta charset="utf-8">-
20   <meta http-equiv="X-UA-Compatible" content="IE=edge,chrome=1">-
19   <title>Stop, demo time</title>-
18   <script src="/lib/jquery.js"></script>-
17   <script src="/lib/underscore.js"></script>-
16   <script src="/lib/backbone.js"></script>-
15 </head>-
14 <body>-
13   <div id="output"></div>-
12   <!-- socket.io serves the client file for you -->-
11   <script src="/socket.io/socket.io.js"></script>-
10   <script>-
9     // do stuff-
8     var socket = io.connect();-
7 -
6     socket.on('connect', function () {-
5       console.log('connection');-
4       socket.emit('messages', { data: 'pewpew' });-
3 -
2       socket.json.send({'string': 'dofadsfasd'});-
1 -
0       socket.emit('join', 'room');-
1     });-
2 -
3   </script>-
4 </body>-
5 </html>-

```

~/Sites/conferences/usergroup/demo/index.html [+] [html] 25,32 All

No matching autocommands

```
26 use strict;~
25 ~
24 var connect = require('connect')~
23 , app = connect.createServer(connect.static(__dirname))~
22 , io = require('socket.io')~
21 ~
20 /**~
19  * Start listening to the server.~
18  */~
17 ~
16 app.listen(8080);~
15 ~
14 var socket = io.listen(app);~
13 ~
12 socket.sockets.on('connection', function (socket) {~
11   var roomname;~
10 ~
9   socket.on('messages', function (data) {~
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7   });~
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5   socket.on('join', function (room) {~
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3     roomname = room;~
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0   socket.on('chat', ~
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3     socket.leave(roomname);~
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```

```
24 <!doctype html>~
23 <html lang="en">~
22 <head>~
21   <meta charset="utf-8">~
20   <meta http-equiv="X-UA-Compatible" content="IE=edge,chrome=1">~
19   <title>Stop, demo time</title>~
18   <script src="/lib/jquery.js"></script>~
17   <script src="/lib/underscore.js"></script>~
16   <script src="/lib/backbone.js"></script>~
15 </head>~
14 <body>~
13   <div id="output"></div>~
12   <!-- socket.io serves the client file for you -->~
11   <script src="/socket.io/socket.io.js"></script>~
10   <script>~
9     // do stuff~
8     var socket = io.connect();~
7 ~
6     socket.on('connect', function () {~
5       console.log('connection');~
4       socket.emit('messages', { data: 'prevw' });~
3 ~
2       socket.json.send({'string': 'dofadsfasd'});~
1 ~
0       socket.emit('join', 'room');~
1   });~
2 ~
3   </script>~
4 </body>~
5 </html>~
```

```
26 use strict;~
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3     socket.leave(roomname);~
4   });~
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```

~/Sites/conferences/usergroup/demo/server.js [+] [javascript]27,44 All
^

```

24 <!doctype html>~
23 <html lang="en">~
22 <head>~
21   <meta charset="utf-8">~
20   <meta http-equiv="X-UA-Compatible" content="IE=edge,chrome=1">~
19   <title>Stop, demo time</title>~
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10   <script>~
9     // do stuff~
8     var socket = io.connect();~
7 ~
6     socket.on('connect', function () {~
5       console.log('connection');~
4       socket.emit('messages', { data: 'pewpew' });~
3 ~
2       socket.json.send({'string': 'dofadsfasd'});~
1 ~
0       socket.emit('join', 'room');~
1     });~
2 ~
3   </script>~
4 </body>~
5 </html>~

```

~/Sites/conferences/usergroup/demo/index.html [+] [html] 25,32 All
No matching autocommands

```
26 use strict;~
25 ~
24 var connect = require('connect')~
23   , app = connect.createServer(connect.static(__dirname))~
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14 <body>~
13   <div id="output"></div>~
12   <!-- socket.io serves the client file for you -->~
11   <script src="/socket.io/socket.io.js"></script>~
10   <script>~
9     // do stuff~
8     var socket = io.connect();~
7 ~
6     socket.on('connect', function () {~
5       console.log('connection');~
4       socket.emit('messages', { data: 'preppw' });~
3 ~
2       socket.json.send({'string': 'dafadsfasd'});~
1 ~
0       socket.emit('join', 'room');~
1     });~
2 ~
3   </script>~
4 </body>~
5 </html>~
```

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11   <script src="/socket.io/socket.io.js"></script>~
10   <script>~
9     // do stuff~
8     var socket = io.connect();~
7 ~
6     socket.on('connect', function () {~
5       console.log('connection');~
4       socket.emit('messages', { data: 'wowow' });~
3 ~
2       socket.json.send({'string': 'dofadsfasd'});~
1 ~
0       socket.emit('join', 'room');~
1     });~
2 ~
3   </script>~
4 </body>~
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```

```

27 use strict";-
28 -
29 var connect = require('connect')-
30 , app = connect.createServer(connect.static(__dirname))-
31 , io = require('socket.io');-
32 -
33 /**-
34  * Start listening to the server.-
35  */-
36 -
37 app.listen(8080);-
38 -
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40 -
41 socket.sockets.on('connection', function (socket) {-
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44   socket.on('messages', function (data) {-
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46   });-
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49     socket.join(room);-
50     roomname = room;-
51   });-
52   -
53   socket.on('chat', function (room, message) {-
54     |-
55   });-
56   -
57   socket.on('disconnect', function () {-
58     socket.leave(roomname);-
59   });-
60 });-

```

```

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25 <html lang="en">-
26 <head>-
27   <meta charset="utf-8">-
28   <meta http-equiv="X-UA-Compatible" content="IE=edge,chrome=1">-
29   <title>Stop, demo time</title>-
30   <script src="/lib/jquery.js"></script>-
31   <script src="/lib/underscore.js"></script>-
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38   <script>-
39     // do stuff-
40     var socket = io.connect();-
41     -
42     socket.on('connect', function () {-
43       console.log('connection');-
44       socket.emit('messages', { data: 'prepmw' });-
45     -
46       socket.json.send({'string': 'dofadsfasd'});-
47     -
48     socket.emit('join', 'room');-
49   });-
50   -
51 </script>-
52 </body>-
53 </html>-

```

```

27 use strict;~
28 ~
29 var connect = require('connect')~
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45     console.log('message', data);~
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48   socket.on('join', function (room) {~
49     socket.join(room);~
50     roomname = room;~
51   });~
52 ~
53   socket.on('chat', function (room, message) {~
54     socket.to~
55   });~
56 ~
57   socket.on('disconnect', function () {~
58     socket.leave(roomname);~
59   });~
60 });~

```

~/Sites/conferences/usergroup/demo/server.js [+] [javascript]28,16 All

-- INSERT --

```

24 <!doctype html>~
25 <html lang="en">~
26 <head>~
27   <meta charset="utf-8">~
28   <meta http-equiv="X-UA-Compatible" content="IE=edge,chrome=1">~
29   <title>Stop, demo time</title>~
30   <script src="/lib/jquery.js"></script>~
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43       console.log('connection');~
44       socket.emit('messages', { data: 'prepre' });~
45 ~
46       socket.json.send({'string': 'dofadsfasd'});~
47 ~
48       socket.emit('join', 'room');~
49     });~
50 ~
51   </script>~
52 </body>~
53 </html>~

```

~/Sites/conferences/usergroup/demo/index.html [+] [html] 25,32 All

No matching autocomands

```

27 use strict;~
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```

~/Sites/conferences/usergroup/demo/server.js [+] [javascript]28,29 All
 -- INSERT --

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25 <html lang="en">~
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27   <meta charset="utf-8">~
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39     // do stuff~
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41     ~
42     socket.on('connect', function () {~
43       console.log('connection');~
44       socket.emit('messages', { data: 'wowow' });~
45     ~
46       socket.json.send({'string': 'dofadsfasd'});~
47     ~
48     socket.emit('join', 'room');~
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~/Sites/conferences/usergroup/demo/index.html [+] [html] 25,32 All
 No matching autocomands

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44       socket.emit('messages', { data: 'pewpew' });~
45 ~
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```

~/Sites/conferences/usergroup/demo/server.js [+] [javascript]28,35 All

^[

```

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```

~/Sites/conferences/usergroup/demo/index.html [+] [html] 25,32 All

No matching autocommands

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45     ~
46       socket.json.send({'string': 'dofadsfasd'});~
47     ~
48     socket.emit('join', 'room');~
49   });~
50   ~
51 </script>~
52 </body>~
53 </html>~
```

```
27 use strict;~
28 ~
29 var connect = require('connect')~
30 , app = connect.createServer(connect.static(__dirname))~
31 , io = require('socket.io')~
32 ~
33 /**~
34  * Start listening to the server.~
35  */~
36 ~
37 app.listen(8080);~
38 ~
39 var socket = io.listen(app);~
40 ~
41 socket.sockets.on('connection', function (socket) {~
42   var roomname;~
43   ~
44   socket.on('messages', function (data) {~
45     console.log('message', data);~
46   });~
47   ~
48   socket.on('join', function (room) {~
49     socket.join(room);~
50     roomname = room;~
51   });~
52   ~
53   socket.on('chat', function (room, message) {~
54     socket.in(room).send(message);~
55   });~
56   ~
57   socket.on('disconnect', function () {~
58     socket.leave(roomname);~
59   });~
60 });~
```

```
24 <!doctype html>~
25 <html lang="en">~
26 <head>~
27   <meta charset="utf-8">~
28   <meta http-equiv="X-UA-Compatible" content="IE=edge,chrome=1">~
29   <title>Stop, demo time</title>~
30   <script src="/lib/jquery.js"></script>~
31   <script src="/lib/underscore.js"></script>~
32   <script src="/lib/backbone.js"></script>~
33 </head>~
34 <body>~
35   <div id="output"></div>~
36   <!-- socket.io serves the client file for you -->~
37   <script src="/socket.io/socket.io.js"></script>~
38   <script>~
39     // do stuff~
40     var socket = io.connect();~
41     ~
42     socket.on('connect', function () {~
43       console.log('connection');~
44       socket.emit('messages', { data: 'peppew' });~
45     ~
46       socket.json.send({'string': 'dofadsfasd'});~
47     ~
48     socket.emit('join', 'room');~
49   });~
50   ~
51 </script>~
52 </body>~
53 </html>~
```

```

27 use strict";~
28 ~
29 var connect = require('connect')~
30 , app = connect.createServer(connect.static(__dirname))~
31 , io = require('socket.io')~
32 ~
33 /**~
34 * Start listening to the server.~
35 */~
36 ~
37 app.listen(8080);~
38 ~
39 var socket = io.listen(app);~
40 ~
41 socket.sockets.on('connection', function (socket) {~
42   var roomname;~
43 ~
44   socket.on('messages', function (data) {~
45     console.log('message', data);~
46   });~
47 ~
48   socket.on('join', function (room) {~
49     socket.join(room);~
50     roomname = room;~
51   });~
52 ~
53   socket.on('chat', function (room, message) {~
54     socket.in(room).send(message);~
55   });~
56 ~
57   socket.on('disconnect', function () {~
58     socket.leave(roomname);~
59   });~
60 });~

```

```

~/Sites/conferences/usergroup/demo/server.js [javascript] 28,34 All
"server.js" 34L, 638C written

```

```

24 <!doctype html>~
25 <html lang="en">~
26 <head>~
27   <meta charset="utf-8">~
28   <meta http-equiv="X-UA-Compatible" content="IE=edge,chrome=1">~
29   <title>Stop, demo time</title>~
30   <script src="/lib/jquery.js"></script>~
31   <script src="/lib/underscore.js"></script>~
32   <script src="/lib/backbone.js"></script>~
33 </head>~
34 <body>~
35   <div id="output"></div>~
36   <!-- socket.io serves the client file for you -->~
37   <script src="/socket.io/socket.io.js"></script>~
38   <script>~
39     // do stuff~
40     var socket = io.connect();~
41 ~
42     socket.on('connect', function () {~
43       console.log('connection');~
44       socket.emit('messages', { data: 'peepw' });~
45 ~
46       socket.json.send({'string': 'dofadsfasd'});~
47 ~
48       socket.emit('join', 'room');~
49     });~
50 ~
51   </script>~
52 </body>~
53 </html>~

```

```

~/Sites/conferences/usergroup/demo/index.html [+] [html] 25,32 All
No matching autocomands

```

```

27 use strict;
28
29 var connect = require('connect')
30   , app = connect.createServer(connect.static(__dirname))
31   , io = require('socket.io');
32
33 /**
34  * Start listening to the server.
35  */
36
37 app.listen(8080);
38
39 var socket = io.listen(app);
40
41 socket.sockets.on('connection', function (socket) {
42   var roomname;
43
44   socket.on('messages', function (data) {
45     console.log('message', data);
46   });
47
48   socket.on('join', function (room) {
49     socket.join(room);
50     roomname = room;
51   });
52
53   socket.on('chat', function (room, message) {
54     socket.in(room).send(message);
55   });
56
57   socket.on('disconnect', function () {
58     socket.leave(roomname);
59   });
60 });

```

~/Sites/conferences/usergroup/demo/server.js [javascript] 28,34 All

No matching autocommands

```

24 <!doctype html>
25 <html lang="en">
26 <head>
27   <meta charset="utf-8">
28   <meta http-equiv="X-UA-Compatible" content="IE=edge,chrome=1">
29   <title>Stop, demo time</title>
30   <script src="/lib/jquery.js"></script>
31   <script src="/lib/underscore.js"></script>
32   <script src="/lib/backbone.js"></script>
33 </head>
34 <body>
35   <div id="output"></div>
36   <!-- socket.io serves the client file for you -->
37   <script src="/socket.io/socket.io.js"></script>
38   <script>
39     // do stuff
40     var socket = io.connect();
41
42     socket.on('connect', function () {
43       console.log('connection');
44       socket.emit('messages', { data: 'pewpew' });
45
46       socket.json.send({'string': 'dafadsfasd'});
47
48       socket.emit('join', 'room');
49     });
50   </script>
51 </body>
52 </html>

```

~/Sites/conferences/usergroup/demo/index.html [+] [html] 25,33 All

-- INSERT --

```

27 'use strict';
28
29 var connect = require('connect')
30   , app = connect.createServer(connect.static(__dirname))
31   , io = require('socket.io');
32
33 /**
34  * Start listening to the server.
35  */
36
37 app.listen(8080);
38
39 var socket = io.listen(app);
40
41 socket.sockets.on('connection', function (socket) {
42   var roomname;
43
44   socket.on('messages', function (data) {
45     console.log('message', data);
46   });
47
48   socket.on('join', function (room) {
49     socket.join(room);
50     roomname = room;
51   });
52
53   socket.on('chat', function (room, message) {
54     socket.in(room).send(message);
55   });
56
57   socket.on('disconnect', function () {
58     socket.leave(roomname);
59   });
60 });

```

~/Sites/conferences/usergroup/demo/server.js [javascript] 28,34 All

No matching autocommands

```

26 <!doctype html>
27 <html lang="en">
28 <head>
29   <meta charset="utf-8">
30   <meta http-equiv="X-UA-Compatible" content="IE=edge,chrome=1">
31   <title>Stop, demo time</title>
32   <script src="/lib/jquery.js"></script>
33   <script src="/lib/underscore.js"></script>
34   <script src="/lib/backbone.js"></script>
35 </head>
36 <body>
37   <div id="output"></div>
38   <!-- socket.io serves the client file for you -->
39   <script src="/socket.io/socket.io.js"></script>
40   <script>
41     // do stuff
42     var socket = io.connect();
43
44     socket.on('connect', function () {
45       console.log('connection');
46       socket.emit('messages', { data: 'pewpew' });
47
48       socket.json.send({'string': 'dafadsfasd'});
49
50       socket.emit('join', 'room');
51
52     });
53   </script>
54 </body>
55 </html>

```

~/Sites/conferences/usergroup/demo/index.html [+] [html] 27,5 All

-- INSERT --

```

27 "use strict";
28
29 var connect = require('connect')
30   , app = connect.createServer(connect.static(__dirname))
31   , io = require('socket.io');
32
33 /**
34  * Start listening to the server.
35  */
36
37 app.listen(8080);
38
39 var socket = io.listen(app);
40
41 socket.sockets.on('connection', function (socket) {
42   var roomname;
43
44   socket.on('messages', function (data) {
45     console.log('message', data);
46   });
47
48   socket.on('join', function (room) {
49     socket.join(room);
50     roomname = room;
51   });
52
53   socket.on('chat', function (room, message) {
54     socket.in(room).send(message);
55   });
56
57   socket.on('disconnect', function () {
58     socket.leave(roomname);
59   });
60 });

```

~/Sites/conferences/usergroup/demo/server.js [javascript] 28,34 All

No matching autocommands

```

26 <!doctype html>
27 <html lang="en">
28 <head>
29   <meta charset="utf-8">
30   <meta http-equiv="X-UA-Compatible" content="IE=edge,chrome=1">
31   <title>Stop, demo time</title>
32   <script src="/lib/jquery.js"></script>
33   <script src="/lib/underscore.js"></script>
34   <script src="/lib/backbone.js"></script>
35 </head>
36 <body>
37   <div id="output"></div>
38   <!-- socket.io serves the client file for you -->
39   <script src="/socket.io/socket.io.js"></script>
40   <script>
41     // do stuff
42     var socket = io.connect();
43
44     socket.on('connect', function () {
45       console.log('connection');
46       socket.emit('messages', { data: 'pewpew' });
47
48       socket.json.send({'string': 'dafadsfasd'});
49
50       socket.emit('join', 'room');
51
52       setTimeout(function () {
53     });
54   </script>
55 </body>
56 </html>

```

~/Sites/conferences/usergroup/demo/index.html [+] [html] 27,30 All

^

```

17 use strict;-
26 -
25 var connect = require('connect')-
24 , app = connect.createServer(connect.static(__dirname))-
23 , io = require('socket.io');-
22 -
21 /**-
20 * Start listening to the server.-
19 */-
18 -
17 app.listen(8888);-
16 -
15 var socket = io.listen(app);-
14 -
13 socket.sockets.on('connection', function (socket) {-
12   var roomname;-
11 -
10   socket.on('messages', function (data) {-
9     console.log('message', data);-
8   });-
7 -
6   socket.on('join', function (room) {-
5     socket.join(room);-
4     roomname = room;-
3   });-
2 -
1   socket.on('chat', function (room, message) {-
0     socket.io(room).send(message);-
1   });-
2 -
3   socket.on('disconnect', function () {-
4     socket.leave(roomname);-
5   });-
6 });-

```

~/Sites/conferences/usergroup/demo/server.js [javascript] 28,34 All

No matching autocommands

```

26 <!doctype html>-
25 <html lang="en">-
24 <head>-
23   <meta charset="utf-8">-
22   <meta http-equiv="X-UA-Compatible" content="IE=edge,chrome=1">-
21   <title>Stop, demo time</title>-
20   <script src="/lib/jquery.js"></script>-
19   <script src="/lib/underscore.js"></script>-
18   <script src="/lib/backbone.js"></script>-
17 </head>-
16 <body>-
15   <div id="output"></div>-
14   <!-- socket.io serves the client file for you -->-
13   <script src="/socket.io/socket.io.js"></script>-
12   <script>-
11     // do stuff-
10   var socket = io.connect();-
9 -
8   socket.on('connect', function () {-
7     console.log('connection');-
6     socket.emit('messages', { data: 'pewpew' });-
5 -
4     socket.json.send({'string': 'dafadsfasd'});-
3 -
2     socket.emit('join', 'room');-
1 -
0     setTimeout(function () {}, 1);-
1   });-
2 -
3   </script>-
4 </body>-
5 </html>-

```

~/Sites/conferences/usergroup/demo/index.html [+] [html] 27,31 All

-- INSERT --

```

17 'use strict';
18 -
23 var connect = require('connect')-
24   , app = connect.createServer(connect.static(__dirname))-
23   , io = require('socket.io')-
22 -
21 /**-
20  * Start listening to the server.-
19  */-
18 -
17 app.listen(8888);-
16 -
15 var socket = io.listen(app);-
14 -
13 socket.sockets.on('connection', function (socket) {-
12   var roomname;-
11 -
10   socket.on('messages', function (data) {-
9     console.log('message', data);-
8   });-
7 -
6   socket.on('join', function (room) {-
5     socket.join(room);-
4     roomname = room;-
3   });-
2 -
1   socket.on('chat', function (room, message) {-
0     socket.in(room).send(message);-
1   });-
2 -
3   socket.on('disconnect', function () {-
4     socket.leave(roomname);-
5   });-
6 });-

```

```

26 <!doctype html>-
25 <html lang="en">-
24 <head>-
23   <meta charset="utf-8">-
22   <meta http-equiv="X-UA-Compatible" content="IE=edge,chrome=1">-
21   <title>Stop, demo time</title>-
20   <script src="/lib/jquery.js"></script>-
19   <script src="/lib/underscore.js"></script>-
18   <script src="/lib/backbone.js"></script>-
17 </head>-
16 <body>-
15   <div id="output"></div>-
14   <!-- socket.io serves the client file for you -->-
13   <script src="/socket.io/socket.io.js"></script>-
12   <script>-
11     // do stuff-
10   var socket = io.connect();-
9 -
8   socket.on('connect', function () {-
7     console.log('connection');-
6     socket.emit('messages', { data: 'pewpew' });-
5 -
4     socket.json.send({'string': 'dafadsfasd'});-
3 -
2     socket.emit('join', 'room');-
1 -
0     setTimeout(function () {
1   });-
2 -
3   </script>-
4 </body>-
5 </html>-

```

```

27 'use strict';
28
29 var connect = require('connect')
30   , app = connect.createServer(connect.static(__dirname))
31   , io = require('socket.io');
32
33 /**
34  * Start listening to the server.
35  */
36
37 app.listen(8888);
38
39 var socket = io.listen(app);
40
41 socket.sockets.on('connection', function (socket) {
42   var roomname;
43
44   socket.on('messages', function (data) {
45     console.log('message', data);
46   });
47
48   socket.on('join', function (room) {
49     socket.join(room);
50     roomname = room;
51   });
52
53   socket.on('chat', function (room, message) {
54     socket.in(room).send(message);
55   });
56
57   socket.on('disconnect', function () {
58     socket.leave(roomname);
59   });
60 });

```

~/Sites/conferences/usergroup/demo/server.js [javascript] 28,34 All

No matching autocommands

```

28 <!doctype html>
29 <html lang="en">
30 <head>
31   <meta charset="utf-8">
32   <meta http-equiv="X-UA-Compatible" content="IE=edge,chrome=1">
33   <title>Stop, demo time</title>
34   <script src="/lib/jquery.js"></script>
35   <script src="/lib/underscore.js"></script>
36   <script src="/lib/backbone.js"></script>
37 </head>
38 <body>
39   <div id="output"></div>
40   <!-- socket.io serves the client file for you -->
41   <script src="/socket.io/socket.io.js"></script>
42   <script>
43     // do stuff
44     var socket = io.connect();
45
46     socket.on('connect', function () {
47       console.log('connection');
48       socket.emit('messages', { data: 'pewpew' });
49
50       socket.json.send({'string': 'dafadsfasd'});
51
52       socket.emit('join', 'room');
53
54       setTimeout(function () {
55         //
56       }, 1000);
57     });
58   </script>
59 </body>
60 </html>

```

~/Sites/conferences/usergroup/demo/index.html [+] [html] 29,7 All

^E

```

27 'use strict';
28 -
29 var connect = require('connect')-
30   , app = connect.createServer(connect.static(__dirname))-
31   , io = require('socket.io');-
32 -
33 /**
34  * Start listening to the server.
35  */
36 -
37 app.listen(8888);-
38 -
39 var socket = io.listen(app);-
40 -
41 socket.sockets.on('connection', function (socket) {-
42   var roomname;-
43 -
44   socket.on('messages', function (data) {-
45     console.log('message', data);-
46   });-
47 -
48   socket.on('join', function (room) {-
49     socket.join(room);-
50     roomname = room;-
51   });-
52 -
53   socket.on('chat', function (room, message) {-
54     socket.in(room).send(message);-
55   });-
56 -
57   socket.on('disconnect', function () {-
58     socket.leave(roomname);-
59   });-
60 });-

```

~/Sites/conferences/usergroup/demo/server.js [javascript] 28,34 All

No matching autocommands

```

27 <!doctype html>-
28 <html lang="en">-
29 <head>-
30   <meta charset="utf-8">-
31   <meta http-equiv="X-UA-Compatible" content="IE=edge,chrome=1">-
32   <title>Stop, demo time</title>-
33   <script src="/lib/jquery.js"></script>-
34   <script src="/lib/underscore.js"></script>-
35   <script src="/lib/backbone.js"></script>-
36 </head>-
37 <body>-
38   <div id="output"></div>-
39   <!-- socket.io serves the client file for you -->-
40   <script src="/socket.io/socket.io.js"></script>-
41   <script>-
42     // do stuff-
43     var socket = io.connect();-
44 -
45     socket.on('connect', function () {-
46       console.log('connection');-
47       socket.emit('messages', { data: 'pewpew' });-
48 -
49       socket.json.send({'string': 'dafadsfasd'});-
50 -
51       socket.emit('join', 'room');-
52 -
53       setTimeout(function () {-
54         |
55       }, 1000);-
56     });-
57   </script>-
58 </body>-
59 </html>-

```

~/Sites/conferences/usergroup/demo/index.html [+] [html] 28,9 All

-- INSERT --

```

27 "use strict";
28
29 var connect = require('connect')
30   , app = connect.createServer(connect.static(__dirname))
31   , io = require('socket.io');
32
33 /**
34  * Start listening to the server.
35  */
36
37 app.listen(8888);
38
39 var socket = io.listen(app);
40
41 socket.sockets.on('connection', function (socket) {
42   var roomname;
43
44   socket.on('messages', function (data) {
45     console.log('message', data);
46   });
47
48   socket.on('join', function (room) {
49     socket.join(room);
50     roomname = room;
51   });
52
53   socket.on('chat', function (room, message) {
54     socket.io(room).send(message);
55   });
56
57   socket.on('disconnect', function () {
58     socket.leave(roomname);
59   });
60 });

```

~/Sites/conferences/usergroup/demo/server.js [javascript] 28,34 All

No matching autocommands

```

27 <!doctype html>
28 <html lang="en">
29 <head>
30   <meta charset="utf-8">
31   <meta http-equiv="X-UA-Compatible" content="IE=edge,chrome=1">
32   <title>Stop, demo time</title>
33   <script src="/lib/jquery.js"></script>
34   <script src="/lib/underscore.js"></script>
35   <script src="/lib/backbone.js"></script>
36 </head>
37 <body>
38   <div id="output"></div>
39   <!-- socket.io serves the client file for you -->
40   <script src="/socket.io/socket.io.js"></script>
41   <script>
42     // do stuff
43     var socket = io.connect();
44
45     socket.on('connect', function () {
46       console.log('connection');
47       socket.emit('messages', { data: 'pewpew' });
48
49       socket.json.send({'string': 'dafadsfasd'});
50
51       socket.emit('join', 'room');
52
53       setTimeout(function () {
54         socket.emit('chat');
55       }, 1000);
56     });
57   </script>
58 </body>
59 </html>

```

~/Sites/conferences/usergroup/demo/index.html [+] [html] 28,24 All

^C

```

27 *use strict*;-
28 -
29 var connect = require('connect')-
30   , app = connect.createServer(connect.static(__dirname))-
31   , io = require('socket.io');-
32 -
33 /**-
34  * Start listening to the server.-
35  */-
36 -
37 app.listen(8080);-
38 -
39 var socket = io.listen(app);-
40 -
41 socket.sockets.on('connection', function (socket) {-
42   var roomname;-
43 -
44   socket.on('messages', function (data) {-
45     console.log('message', data);-
46   });-
47 -
48   socket.on('join', function (room) {-
49     socket.join(room);-
50     roomname = room;-
51   });-
52 -
53   socket.on('chat', function (room, message) {-
54     socket.io(room).send(message);-
55   });-
56 -
57   socket.on('disconnect', function () {-
58     socket.leave(roomname);-
59   });-
60 });-

```

~/Sites/conferences/usergroup/demo/server.js [javascript] 28,34 All

No matching autocommands

```

27 <!doctype html>-
28 <html lang="en">-
29 <head>-
30   <meta charset="utf-8">-
31   <meta http-equiv="X-UA-Compatible" content="IE=edge,chrome=1">-
32   <title>Stop, demo time</title>-
33   <script src="/lib/jquery.js"></script>-
34   <script src="/lib/underscore.js"></script>-
35   <script src="/lib/backbone.js"></script>-
36 </head>-
37 <body>-
38   <div id="output"></div>-
39   <!-- socket.io serves the client file for you -->-
40   <script src="/socket.io/socket.io.js"></script>-
41   <script>-
42     // do stuff-
43     var socket = io.connect();-
44 -
45     socket.on('connect', function () {-
46       console.log('connection');-
47       socket.emit('messages', { data: 'pewpew' });-
48 -
49       socket.json.send({'string': 'dofadsfasd'});-
50 -
51       socket.emit('join', 'room');-
52 -
53       setTimeout(function () {-
54         socket.emit('chat'-
55       }, 1000);-
56     });-
57   </script>-
58 </body>-
59 </html>-

```

~/Sites/conferences/usergroup/demo/index.html [+] [html] 28,25 All

-- INSERT --

```

07 use strict;
26 -
25 var connect = require('connect')
24 , app = connect.createServer(connect.static(__dirname))
23 , io = require('socket.io');
22 -
21 /**
20  * Start listening to the server.
19  */
18 -
17 app.listen(8080);
16 -
15 var socket = io.listen(app);
14 -
13 socket.sockets.on('connection', function (socket) {
12   var roomname;
11 -
10   socket.on('messages', function (data) {
9     console.log('message', data);
8   });
7 -
6   socket.on('join', function (room) {
5     socket.join(room);
4     roomname = room;
3   });
2 -
1   socket.on('chat', function (room, message) {
0     socket.in(room).send(message);
1   });
2 -
3   socket.on('disconnect', function () {
4     socket.leave(roomname);
5   });
6 });

```

```

26 <!doctype html>
25 <html lang="en">
24 <head>
23   <meta charset="utf-8">
22   <meta http-equiv="X-UA-Compatible" content="IE=edge,chrome=1">
21   <title>Stop, demo time</title>
20   <script src="/lib/jquery.js"></script>
19   <script src="/lib/underscore.js"></script>
18   <script src="/lib/backbone.js"></script>
17 </head>
16 <body>
15   <div id="output"></div>
14   <!-- socket.io serves the client file for you -->
13   <script src="/socket.io/socket.io.js"></script>
12   <script>
11     // do stuff
10   var socket = io.connect();
9 -
8   socket.on('connect', function () {
7     console.log('connection');
6     socket.emit('messages', { data: 'pewpew' });
5 -
4     socket.json.send({'string': 'dafadsfasd'});
3 -
2     socket.emit('join', 'room');
1 -
0     setTimeout(function () {
1       socket.emit('chat', 'room');
2     }, 1000);
3   });
4 -
5 </script>
6 </body>
7 </html>

```

```

07 use strict;
26 -
25 var connect = require('connect')
24   , app = connect.createServer(connect.static(__dirname))
23   , io = require('socket.io');
22 -
21 /**
20  * Start listening to the server.
19  */
18 -
17 app.listen(8080);
16 -
15 var socket = io.listen(app);
14 -
13 socket.sockets.on('connection', function (socket) {
12   var roomname;
11 -
10   socket.on('messages', function (data) {
9     console.log('message', data);
8   });
7 -
6   socket.on('join', function (room) {
5     socket.join(room);
4     roomname = room;
3   });
2 -
1   socket.on('chat', function (room, message) {
0     socket.to(room).send(message);
1   });
2 -
3   socket.on('disconnect', function () {
4     socket.leave(roomname);
5   });
6 });

```

```

24 <!doctype html>
23 <html lang="en">
22 <head>
21   <meta charset="utf-8">
20   <meta http-equiv="X-UA-Compatible" content="IE=edge,chrome=1">
19   <title>Stop, demo time</title>
18   <script src="/lib/jquery.js"></script>
17   <script src="/lib/underscore.js"></script>
16   <script src="/lib/backbone.js"></script>
15 </head>
14 <body>
13   <div id="output"></div>
12   <!-- socket.io serves the client file for you -->
11   <script src="/socket.io/socket.io.js"></script>
10   <script>
9     // do stuff
8     var socket = io.connect();
7 -
6     socket.on('connect', function () {
5       console.log('connection');
4       socket.emit('messages', { data: 'pewpew' });
3 -
2       socket.json.send({'string': 'dafadsfasd'});
1 -
0       socket.emit('join', 'room');
1 -
2       setTimeout(function () {
3         socket.emit('chat', 'room');
4       }, 1000);
5     });
6 -
7   </script>
8 </body>
9 </html>

```

```

27 *use strict*;-
28 -
29 var connect = require('connect')-
30   , app = connect.createServer(connect.static(__dirname))-
31   , io = require('socket.io');-
32 -
33 /**-
34  * Start listening to the server.-
35  */-
36 -
37 app.listen(8080);-
38 -
39 var socket = io.listen(app);-
40 -
41 socket.sockets.on('connection', function (socket) {-
42   var roomname;-
43 -
44   socket.on('messages', function (data) {-
45     console.log('message', data);-
46   });-
47 -
48   socket.on('join', function (room) {-
49     socket.join(room);-
50     roomname = room;-
51   });-
52 -
53   socket.on('chat', function (room, message) {-
54     socket.to(room).send(message);-
55   });-
56 -
57   socket.on('disconnect', function () {-
58     socket.leave(roomname);-
59   });-
60 });-

```

~/Sites/conferences/usergroup/demo/server.js [javascript] 28,34 All

No matching autocommands

```

27 <!doctype html>-
28 <html lang="en">-
29 <head>-
30   <meta charset="utf-8">-
31   <meta http-equiv="X-UA-Compatible" content="IE=edge,chrome=1">-
32   <title>Stop, demo time</title>-
33   <script src="/lib/jquery.js"></script>-
34   <script src="/lib/underscore.js"></script>-
35   <script src="/lib/backbone.js"></script>-
36 </head>-
37 <body>-
38   <div id="output"></div>-
39   <!-- socket.io serves the client file for you -->-
40   <script src="/socket.io/socket.io.js"></script>-
41   <script>-
42     // do stuff-
43     var socket = io.connect();-
44 -
45     socket.on('connect', function () {-
46       console.log('connection');-
47       socket.emit('messages', { data: 'pewpew' });-
48 -
49       socket.json.send({'string': 'dafadsfasd'});-
50 -
51       socket.emit('join', 'room');-
52 -
53       setTimeout(function () {-
54         socket.emit('chat', 'room');-
55       }, 1000);-
56     });-
57   </script>-
58 </body>-
59 </html>-

```

~/Sites/conferences/usergroup/demo/index.html [+] [html] 28,34 All

-- INSERT --

```

07 "use strict";
26 -
25 var connect = require('connect')
24   , app = connect.createServer(connect.static(__dirname))
23   , io = require('socket.io');
22 -
21 /**
20  * Start listening to the server.
19  */
18 -
17 app.listen(8080);
16 -
15 var socket = io.listen(app);
14 -
13 socket.sockets.on('connection', function (socket) {
12   var roomname;
11 -
10 socket.on('messages', function (data) {
9   console.log('message', data);
8 });
7 -
6 socket.on('join', function (room) {
5   socket.join(room);
4   roomname = room;
3 });
2 -
1 socket.on('chat', function (room, message) {
0   socket.emit(room).send(message);
1 });
2 -
3 socket.on('disconnect', function () {
4   socket.leave(roomname);
5 });
6 });

```

~/Sites/conferences/usergroup/demo/server.js [javascript] 28,34 All

No matching autocommands

```

27 <!doctype html>
26 <html lang="en">
25 <head>
24   <meta charset="utf-8">
23   <meta http-equiv="X-UA-Compatible" content="IE=edge,chrome=1">
22   <title>Stop, demo time</title>
21   <script src="/lib/jquery.js"></script>
20   <script src="/lib/underscore.js"></script>
19   <script src="/lib/backbone.js"></script>
18 </head>
17 <body>
16   <div id="output"></div>
15   <!-- socket.io serves the client file for you -->
14   <script src="/socket.io/socket.io.js"></script>
13   <script>
12     // do stuff
11     var socket = io.connect();
10 -
9     socket.on('connect', function () {
8       console.log('connection');
7       socket.emit('messages', { data: 'pewpew' });
6 -
5       socket.json.send({'string': 'dafadsfasd'});
4 -
3       socket.emit('join', 'room');
2 -
1       setTimeout(function () {
0         socket.emit('chat', 'room');
1         }, 1000);
2     });
3 -
4   </script>
5 </body>
6 </html>

```

~/Sites/conferences/usergroup/demo/index.html [+] [html] 28,34 All

^C

```

07 use strict;
26 -
25 var connect = require('connect')
24   , app = connect.createServer(connect.static(__dirname))
23   , io = require('socket.io');
22 -
21 /**
20  * Start listening to the server.
19  */
18 -
17 app.listen(8080);
16 -
15 var socket = io.listen(app);
14 -
13 socket.sockets.on('connection', function (socket) {
12   var roomname;
11 -
10 socket.on('messages', function (data) {
9   console.log('message', data);
8 });
7 -
6 socket.on('join', function (room) {
5   socket.join(room);
4   roomname = room;
3 });
2 -
1 socket.on('chat', function (room, message) {
0   socket.broadcast(room).send(message);
1 });
2 -
3 socket.on('disconnect', function () {
4   socket.leave(roomname);
5 });
6 });

```

~/Sites/conferences/usergroup/demo/server.js [javascript] 28,34 All

No matching autocommands

```

27 <!doctype html>
26 <html lang="en">
25 <head>
24   <meta charset="utf-8">
23   <meta http-equiv="X-UA-Compatible" content="IE=edge,chrome=1">
22   <title>Stop, demo time</title>
21   <script src="/lib/jquery.js"></script>
20   <script src="/lib/underscore.js"></script>
19   <script src="/lib/backbone.js"></script>
18 </head>
17 <body>
16   <div id="output"></div>
15   <!-- socket.io serves the client file for you -->
14   <script src="/socket.io/socket.io.js"></script>
13   <script>
12     // do stuff
11     var socket = io.connect();
10 -
9     socket.on('connect', function () {
8       console.log('connection');
7       socket.emit('messages', { data: 'pewpew' });
6 -
5       socket.json.send({'string': 'dafadsfasd'});
4 -
3       socket.emit('join', 'room');
2 -
1       setTimeout(function () {
0         socket.emit('chat', 'room');
1         }, 1000);
2     });
3 -
4   </script>
5 </body>
6 </html>

```

~/Sites/conferences/usergroup/demo/index.html [+] [html] 28,33 All

-- INSERT --

```

27 "use strict";
28
29 var connect = require('connect')
30   , app = connect.createServer(connect.static(__dirname))
31   , io = require('socket.io');
32
33 /**
34  * Start listening to the server.
35  */
36
37 app.listen(8080);
38
39 var socket = io.listen(app);
40
41 socket.sockets.on('connection', function (socket) {
42   var roomname;
43
44   socket.on('messages', function (data) {
45     console.log('message', data);
46   });
47
48   socket.on('join', function (room) {
49     socket.join(room);
50     roomname = room;
51   });
52
53   socket.on('chat', function (room, message) {
54     socket.io(room).send(message);
55   });
56
57   socket.on('disconnect', function () {
58     socket.leave(roomname);
59   });
60 });

```

```

27 <!doctype html>
28 <html lang="en">
29 <head>
30   <meta charset="utf-8">
31   <meta http-equiv="X-UA-Compatible" content="IE=edge,chrome=1">
32   <title>Stop, demo time</title>
33   <script src="/lib/jquery.js"></script>
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35   <script src="/lib/backbone.js"></script>
36 </head>
37 <body>
38   <div id="output"></div>
39   <!-- socket.io serves the client file for you -->
40   <script src="/socket.io/socket.io.js"></script>
41   <script>
42     // do stuff
43     var socket = io.connect();
44
45     socket.on('connect', function () {
46       console.log('connection');
47       socket.emit('messages', { data: 'pewpew' });
48
49       socket.json.send({'string': 'dafadsfasd'});
50
51       socket.emit('join', 'room');
52
53       setTimeout(function () {
54         socket.emit('chat', 'room', 'hello world');
55       }, 1000);
56     });
57   </script>
58 </body>
59 </html>

```

```

27 use strict;-
28 -
29 var connect = require('connect')-
30 , app = connect.createServer(connect.static(__dirname))-
31 , io = require('socket.io');-
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33 /**-
34  * Start listening to the server.-
35  */-
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45     console.log('message', data);-
46   });-
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48   socket.on('join', function (room) {-
49     socket.join(room);-
50     roomname = room;-
51   });-
52 -
53   socket.on('chat', function (room, message) {-
54     socket.io(room).send(message);-
55   });-
56 -
57   socket.on('disconnect', function () {-
58     socket.leave(roomname);-
59   });-
60 });-

```

```

28 <!doctype html>-
29 <html lang="en">-
30 <head>-
31   <meta charset="utf-8">-
32   <meta http-equiv="X-UA-Compatible" content="IE=edge,chrome=1">-
33   <title>Stop, demo time</title>-
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43     // do stuff-
44     var socket = io.connect();-
45 -
46     socket.on('connect', function () {-
47       console.log('connection');-
48       socket.emit('messages', { data: 'pewpew' });-
49 -
50       socket.json.send({'string': 'dafadsfasd'});-
51 -
52       socket.emit('join', 'room');-
53 -
54       setTimeout(function () {-
55         socket.emit('chat', 'room', 'hello world');-
56       }, 1000);-
57     });-
58   </script>-
59 </body>-
60 </html>-

```

```

07 use strict";-
26 -
25 var connect = require('connect')-
24 , app = connect.createServer(connect.static(__dirname))-
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19 */-
18 -
17 app.listen(8080);-
16 -
15 var socket = io.listen(app);-
14 -
13 socket.sockets.on('connection', function (socket) {-
12   var roomname;-
11 -
10   socket.on('messages', function (data) {-
9     console.log('message', data);-
8   });-
7 -
6   socket.on('join', function (room) {-
5     socket.join(room);-
4     roomname = room;-
3   });-
2 -
1   socket.on('chat', function (room, message) {-
0     socket.to(room).send(message);-
1   });-
2 -
3   socket.on('disconnect', function () {-
4     socket.leave(roomname);-
5   });-
6 });-

```

```

28 <!doctype html>-
27 <html lang="en">-
26 <head>-
25   <meta charset="utf-8">-
24   <meta http-equiv="X-UA-Compatible" content="IE=edge,chrome=1">-
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21   <script src="/lib/underscore.js"></script>-
20   <script src="/lib/backbone.js"></script>-
19 </head>-
18 <body>-
17   <div id="output"></div>-
16   <!-- socket.io serves the client file for you -->-
15   <script src="/socket.io/socket.io.js"></script>-
14   <script>-
13     // do stuff-
12     var socket = io.connect();-
11 -
10     socket.on('connect', function () {-
9       console.log('connection');-
8       socket.emit('messages', { data: 'pewpew' });-
7 -
6       socket.json.send({'string': 'dafadsfasd'});-
5 -
4       socket.emit('join', 'room');-
3 -
2       setTimeout(function () {-
1         socket.emit('chat', 'room', 'hello world');-
0       }, 1000);-
1     });-
2 -
3   </script>-
4 </body>-
5 </html>-

```

```

27 use strict;-
28 -
29 var connect = require('connect')-
30 , app = connect.createServer(connect.static(__dirname))-
31 , io = require('socket.io');-
32 -
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35 */-
36 -
37 app.listen(8080);-
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39 var socket = io.listen(app);-
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41 socket.sockets.on('connection', function (socket) {-
42   var roomname;-
43 -
44   socket.on('messages', function (data) {-
45     console.log('message', data);-
46   });-
47 -
48   socket.on('join', function (room) {-
49     socket.join(room);-
50     roomname = room;-
51   });-
52 -
53   socket.on('chat', function (room, message) {-
54     socket.to(room).send(message);-
55   });-
56 -
57   socket.on('disconnect', function () {-
58     socket.leave(roomname);-
59   });-
60 });-

```

```

30 <!doctype html>-
31 <html lang="en">-
32 <head>-
33   <meta charset="utf-8">-
34   <meta http-equiv="X-UA-Compatible" content="IE=edge,chrome=1">-
35   <title>Stop, demo time</title>-
36   <script src="/lib/jquery.js"></script>-
37   <script src="/lib/underscore.js"></script>-
38   <script src="/lib/backbone.js"></script>-
39 </head>-
40 <body>-
41   <div id="output"></div>-
42   <!-- socket.io serves the client file for you -->-
43   <script src="/socket.io/socket.io.js"></script>-
44   <script>-
45     // do stuff-
46     var socket = io.connect();-
47 -
48     socket.on('connect', function () {-
49       console.log('connection');-
50       socket.emit('messages', { data: 'pewpew' });-
51 -
52       socket.json.send({'string': 'dafadsfasd'});-
53 -
54       socket.emit('join', 'room');-
55 -
56       setTimeout(function () {-
57         socket.emit('chat', 'room', 'hello world');-
58       }, 1000);-
59 -
60     }-
61   });-
62 </script>-
63 </body>-
64 </html>-

```

```

07 "use strict";
26 -
25 var connect = require('connect')-
24   , app = connect.createServer(connect.static(__dirname))-
23   , io = require('socket.io');-
22 -
21 /**-
20  * Start listening to the server.-
19  */-
18 -
17 app.listen(8080);-
16 -
15 var socket = io.listen(app);-
14 -
13 socket.sockets.on('connection', function (socket) {-
12   var roomname;-
11 -
10   socket.on('messages', function (data) {-
9     console.log('message', data);-
8   });-
7 -
6   socket.on('join', function (room) {-
5     socket.join(room);-
4     roomname = room;-
3   });-
2 -
1   socket.on('chat', function (room, message) {-
0     socket.to(room).send(message);-
1   });-
2 -
3   socket.on('disconnect', function () {-
4     socket.leave(roomname);-
5   });-
6 });-

```

~/Sites/conferences/usergroup/demo/server.js [javascript] 28,34 All

No matching autocommands

```

30 <!doctype html>-
29 <html lang="en">-
28 <head>-
27   <meta charset="utf-8">-
26   <meta http-equiv="X-UA-Compatible" content="IE=edge,chrome=1">-
25   <title>Stop, demo time</title>-
24   <script src="/lib/jquery.js"></script>-
23   <script src="/lib/underscore.js"></script>-
22   <script src="/lib/backbone.js"></script>-
21 </head>-
20 <body>-
19   <div id="output"></div>-
18   <!-- socket.io serves the client file for you -->-
17   <script src="/socket.io/socket.io.js"></script>-
16   <script>-
15     // do stuff-
14     var socket = io.connect();-
13 -
12     socket.on('connect', function () {-
11       console.log('connection');-
10       socket.emit('messages', { data: 'pewpew' });-
9 -
8       socket.json.send({'string': 'dafadsfasd'});-
7 -
6       socket.emit('join', 'room');-
5 -
4       setTimeout(function () {-
3         socket.emit('chat', 'room', 'hello world');-
2         }, 1000);-
1 -
0 | -
1   });-
2 -
3   </script>-
4 </body>-
5 </html>-

```

~/Sites/conferences/usergroup/demo/index.html [+] [html] 31,5 All

^C

```

07 use strict;-
26 -
25 var connect = require('connect')-
24 , app = connect.createServer(connect.static(__dirname))-
23 , io = require('socket.io');-
22 -
21 /**-
20 * Start listening to the server.-
19 */-
18 -
17 app.listen(8080);-
16 -
15 var socket = io.listen(app);-
14 -
13 socket.sockets.on('connection', function (socket) {-
12     var roomname;-
11 -
10     socket.on('messages', function (data) {-
9         console.log('message', data);-
8     });-
7 -
6     socket.on('join', function (room) {-
5         socket.join(room);-
4         roomname = room;-
3     });-
2 -
1     socket.on('chat', function (room, message) {-
0         socket.emit(room).send(message);-
1     });-
2 -
3     socket.on('disconnect', function () {-
4         socket.leave(roomname);-
5     });-
6 });-

```

```

30 <!doctype html>-
29 <html lang="en">-
28 <head>-
27     <meta charset="utf-8">-
26     <meta http-equiv="X-UA-Compatible" content="IE=edge,chrome=1">-
25     <title>Stop, demo time</title>-
24     <script src="/lib/jquery.js"></script>-
23     <script src="/lib/underscore.js"></script>-
22     <script src="/lib/backbone.js"></script>-
21 </head>-
20 <body>-
19     <div id="output"></div>-
18     <!-- socket.io serves the client file for you -->-
17     <script src="/socket.io/socket.io.js"></script>-
16     <script>-
15         // do stuff-
14         var socket = io.connect();-
13 -
12         socket.on('connect', function () {-
11             console.log('connection');-
10             socket.emit('messages', { data: 'pewpew' });-
9 -
8             socket.json.send({'string': 'dafadsfasd'});-
7 -
6             socket.emit('join', 'room');-
5 -
4             setTimeout(function () {-
3                 socket.emit('chat', 'room', 'hello world');-
2                 }, 1000);-
1         });-
0 -
1     </script>-
2 </body>-
3 </html>-

```

```

07 "use strict";-
26 -
25 var connect = require('connect')-
24   , app = connect.createServer(connect.static(__dirname))-
23   , io = require('socket.io');-
22 -
21 /**-
20  * Start listening to the server.-
19  */-
18 -
17 app.listen(8080);-
16 -
15 var socket = io.listen(app);-
14 -
13 socket.sockets.on('connection', function (socket) {-
12   var roomname;-
11 -
10   socket.on('messages', function (data) {-
9     console.log('message', data);-
8   });-
7 -
6   socket.on('join', function (room) {-
5     socket.join(room);-
4     roomname = room;-
3   });-
2 -
1   socket.on('chat', function (room, message) {-
0     socket.emit(room).send(message);-
1   });-
2 -
3   socket.on('disconnect', function () {-
4     socket.leave(roomname);-
5   });-
6 });-

```

```

~/Sites/conferences/usergroup/demo/server.js  [javascript]  28,34 All
No matching autocommands

```

```

30 <!doctype html>-
29 <html lang="en">-
28 <head>-
27   <meta charset="utf-8">-
26   <meta http-equiv="X-UA-Compatible" content="IE=edge,chrome=1">-
25   <title>Stop, demo time</title>-
24   <script src="/lib/jquery.js"></script>-
23   <script src="/lib/underscore.js"></script>-
22   <script src="/lib/backbone.js"></script>-
21 </head>-
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17   <script src="/socket.io/socket.io.js"></script>-
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15     // do stuff-
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13 -
12     socket.on('connect', function () {-
11       console.log('connection');-
10       socket.emit('messages', { data: 'pewpew' });-
9 -
8       socket.json.send({'string': 'dafadsfasd'});-
7 -
6       socket.emit('join', 'room');-
5 -
4       setTimeout(function () {-
3         socket.emit('chat', 'room', 'hello world');-
2         }, 1000);-
1       });-
0 }-
1 -
2 </script>-
3 </body>-
4 </html>-

```

```

~/Sites/conferences/usergroup/demo/index.html  [+]  [html]  31,1 All
-- INSERT --

```

```

07 use strict;-
26 -
25 var connect = require('connect')-
24 , app = connect.createServer(connect.static(__dirname))-
23 , io = require('socket.io');-
22 -
21 /**-
20 * Start listening to the server.-
19 */-
18 -
17 app.listen(8080);-
16 -
15 var socket = io.listen(app);-
14 -
13 socket.sockets.on('connection', function (socket) {-
12   var roomname;-
11 -
10   socket.on('messages', function (data) {-
9     console.log('message', data);-
8   });-
7 -
6   socket.on('join', function (room) {-
5     socket.join(room);-
4     roomname = room;-
3   });-
2 -
1   socket.on('chat', function (room, message) {-
0     socket.emit(room).send(message);-
1   });-
2 -
3   socket.on('disconnect', function () {-
4     socket.leave(roomname);-
5   });-
6 });-

```

```

~/Sites/conferences/usergroup/demo/server.js [javascript] 28,34 All
No matching autocommands

```

```

31 <!doctype html>-
30 <html lang="en">-
29 <head>-
28   <meta charset="utf-8">-
27   <meta http-equiv="X-UA-Compatible" content="IE=edge,chrome=1">-
26   <title>Stop, demo time</title>-
25   <script src="/lib/jquery.js"></script>-
24   <script src="/lib/underscore.js"></script>-
23   <script src="/lib/backbone.js"></script>-
22 </head>-
21 <body>-
20   <div id="output"></div>-
19   <!-- socket.io serves the client file for you -->-
18   <script src="/socket.io/socket.io.js"></script>-
17   <script>-
16     // do stuff-
15     var socket = io.connect();-
14 -
13     socket.on('connect', function () {-
12       console.log('connection');-
11       socket.emit('messages', { data: 'pewpew' });-
10 -
9       socket.json.send({'string': 'dafadsfasd'});-
8 -
7       socket.emit('join', 'room');-
6 -
5       setTimeout(function () {-
4         socket.emit('chat', 'room', 'hello world');-
3         }, 1000);-
2       });-
1 -
0 }-
1 -
2 </script>-
3 </body>-
4 </html>-

```

```

~/Sites/conferences/usergroup/demo/index.html [+] [html] 32,1 All
-- INSERT --

```

```

07 use strict;-
26 -
25 var connect = require('connect')-
24 , app = connect.createServer(connect.static(__dirname))-
23 , io = require('socket.io');-
22 -
21 /**-
20 * Start listening to the server.-
19 */-
18 -
17 app.listen(8080);-
16 -
15 var socket = io.listen(app);-
14 -
13 socket.sockets.on('connection', function (socket) {-
12     var roomname;-
11 -
10     socket.on('messages', function (data) {-
9         console.log('message', data);-
8     });-
7 -
6     socket.on('join', function (room) {-
5         socket.join(room);-
4         roomname = room;-
3     });-
2 -
1     socket.on('chat', function (room, message) {-
0         socket.emit(room).send(message);-
1     });-
2 -
3     socket.on('disconnect', function () {-
4         socket.leave(roomname);-
5     });-
6 });-

```

~/Sites/conferences/usergroup/demo/server.js [javascript] 28,34 All

No matching autocommands

```

31 <!doctype html>-
30 <html lang="en">-
29 <head>-
28     <meta charset="utf-8">-
27     <meta http-equiv="X-UA-Compatible" content="IE=edge,chrome=1">-
26     <title>Stop, demo time</title>-
25     <script src="/lib/jquery.js"></script>-
24     <script src="/lib/underscore.js"></script>-
23     <script src="/lib/backbone.js"></script>-
22 </head>-
21 <body>-
20     <div id="output"></div>-
19     <!-- socket.io serves the client file for you -->-
18     <script src="/socket.io/socket.io.js"></script>-
17     <script>-
16         // do stuff-
15         var socket = io.connect();-
14 -
13         socket.on('connect', function () {-
12             console.log('connection');-
11             socket.emit('messages', { data: 'pewpew' });-
10 -
9             socket.json.send({'string': 'dafadsfasd'});-
8 -
7             socket.emit('join', 'room');-
6 -
5             setTimeout(function () {-
4                 socket.emit('chat', 'room', 'hello world');-
3                 }, 1000);-
2             });-
1 -
0         socket.on('message')-
1 -
2     </script>-
3 </body>-
4 </html>-

```

~/Sites/conferences/usergroup/demo/index.html [+] [html] 32,21 All

^C

```

07 use strict;
26 -
25 var connect = require('connect')
24   , app = connect.createServer(connect.static(__dirname))
23   , io = require('socket.io');
22 -
21 /**
20  * Start listening to the server.
19  */
18 -
17 app.listen(8080);
16 -
15 var socket = io.listen(app);
14 -
13 socket.sockets.on('connection', function (socket) {
12   var roomname;
11 -
10   socket.on('messages', function (data) {
9     console.log('message', data);
8   });
7 -
6   socket.on('join', function (room) {
5     socket.join(room);
4     roomname = room;
3   });
2 -
1   socket.on('chat', function (room, message) {
0     socket.io(room).send(message);
1   });
2 -
3   socket.on('disconnect', function () {
4     socket.leave(roomname);
5   });
6 });

```

~/Sites/conferences/usergroup/demo/server.js [javascript] 28,34 All

No matching autocommands

```

31 <!doctype html>
30 <html lang="en">
29 <head>
28   <meta charset="utf-8">
27   <meta http-equiv="X-UA-Compatible" content="IE=edge,chrome=1">
26   <title>Stop, demo time</title>
25   <script src="/lib/jquery.js"></script>
24   <script src="/lib/underscore.js"></script>
23   <script src="/lib/backbone.js"></script>
22 </head>
21 <body>
20   <div id="output"></div>
19   <!-- socket.io serves the client file for you -->
18   <script src="/socket.io/socket.io.js"></script>
17   <script>
16     // do stuff
15     var socket = io.connect();
14 -
13     socket.on('connect', function () {
12       console.log('connection');
11       socket.emit('messages', { data: 'pewpew' });
10 -
9       socket.json.send({'string': 'dafadsfasd'});
8 -
7       socket.emit('join', 'room');
6 -
5       setTimeout(function () {
4         socket.emit('chat', 'room', 'hello world');
3         }, 1000);
2     });
1 -
0     socket.on('message')
1 -
2   </script>
3 </body>
4 </html>

```

~/Sites/conferences/usergroup/demo/index.html [+] [html] 32,22 All

-- INSERT --

```
07 use strict;~
26 ~
25 var connect = require('connect')~
24 , app = connect.createServer(connect.static(__dirname))~
23 , io = require('socket.io')~
22 ~
21 /**~
20 * Start listening to the server.~
19 */~
18 ~
17 app.listen(8888);~
16 ~
15 var socket = io.listen(app);~
14 ~
13 socket.sockets.on('connection', function (socket) {~
12   var roomname;~
11 ~
10   socket.on('messages', function (data) {~
9     console.log('message', data);~
8   });~
7 ~
6   socket.on('join', function (room) {~
5     socket.join(room);~
4     roomname = room;~
3   });~
2 ~
1   socket.on('chat', function (room, message) {~
0     socket.io(room).send(message);~
1   });~
2 ~
3   socket.on('disconnect', function () {~
4     socket.leave(roomname);~
5   });~
6 });~
```

```
33 <!doctype html>~
32 <html lang="en">~
31 <head>~
30   <meta charset="utf-8">~
29   <meta http-equiv="X-UA-Compatible" content="IE=edge,chrome=1">~
28   <title>Stop, demo time</title>~
27   <script src="/lib/jquery.js"></script>~
26   <script src="/lib/underscore.js"></script>~
25   <script src="/lib/backbone.js"></script>~
24 </head>~
23 <body>~
22   <div id="output"></div>~
21   <!-- socket.io serves the client file for you -->~
20   <script src="/socket.io/socket.io.js"></script>~
19   <script>~
18     // do stuff~
17     var socket = io.connect();~
16 ~
15     socket.on('connect', function () {~
14       console.log('connection');~
13       socket.emit('messages', { data: 'pewpew' });~
12 ~
11       socket.json.send({'string': 'dafadsfasd'});~
10 ~
9       socket.emit('join', 'room');~
8 ~
7       setTimeout(function () {~
6         socket.emit('chat', 'room', 'hello world');~
5         }, 1000);~
4     });~
3 ~
2 socket.on('message', function (message) {~
1   ~
0   });~
1 ~
2   </script>~
3 </body>~
4 </html>~
```

```

07 use strict";
26 -
25 var connect = require('connect')-
24 , app = connect.createServer(connect.static(__dirname))-
23 , io = require('socket.io');-
22 -
21 /**-
20 * Start listening to the server.-
19 */-
18 -
17 app.listen(8888);-
16 -
15 var socket = io.listen(app);-
14 -
13 socket.sockets.on('connection', function (socket) {-
12     var roomname;-
11 -
10     socket.on('messages', function (data) {-
9         console.log('message', data);-
8     });-
7 -
6     socket.on('join', function (room) {-
5         socket.join(room);-
4         roomname = room;-
3     });-
2 -
1     socket.on('chat', function (room, message) {-
0         socket.to(room).send(message);-
1     });-
2 -
3     socket.on('disconnect', function () {-
4         socket.leave(roomname);-
5     });-
6 });-

```

~/Sites/conferences/usergroup/demo/server.js [javascript] 28,34 All

No matching autocommands

```

31 <!doctype html>-
30 <html lang="en">-
29 <head>-
28     <meta charset="utf-8">-
27     <meta http-equiv="X-UA-Compatible" content="IE=edge,chrome=1">-
26     <title>Stop, demo time</title>-
25     <script src="/lib/jquery.js"></script>-
24     <script src="/lib/underscore.js"></script>-
23     <script src="/lib/backbone.js"></script>-
22 </head>-
21 <body>-
20     <div id="output"></div>-
19     <!-- socket.io serves the client file for you -->-
18     <script src="/socket.io/socket.io.js"></script>-
17     <script>-
16         // do stuff-
15     var socket = io.connect();-
14 -
13     socket.on('connect', function () {-
12         console.log('connection');-
11         socket.emit('messages', { data: 'pewpew' });-
10 -
9         socket.json.send({'string': 'dafadsfasd'});-
8 -
7         socket.emit('join', 'room');-
6 -
5         setTimeout(function () {-
4             socket.emit('chat', 'room', 'hello world');-
3             }, 1000);-
2         });-
1 -
0 socket.on('message', function (message) {-
1     -
2     });-
3 -
4     </script>-
5 </body>-
6 </html>-

```

~/Sites/conferences/usergroup/demo/index.html [+] [html] 32,2 All

```

07 use strict";-
26 -
25 var connect = require('connect')-
24 , app = connect.createServer(connect.static(__dirname))-
23 , io = require('socket.io');-
22 -
21 /**-
20 * Start listening to the server.-
19 */-
18 -
17 app.listen(8888);-
16 -
15 var socket = io.listen(app);-
14 -
13 socket.sockets.on('connection', function (socket) {-
12     var roomname;-
11 -
10     socket.on('messages', function (data) {-
9         console.log('message', data);-
8     });-
7 -
6     socket.on('join', function (room) {-
5         socket.join(room);-
4         roomname = room;-
3     });-
2 -
1     socket.on('chat', function (room, message) {-
0         socket.io(room).send(message);-
1     });-
2 -
3     socket.on('disconnect', function () {-
4         socket.leave(roomname);-
5     });-
6 });-

```

~/Sites/conferences/usergroup/demo/server.js [javascript] 28,34 All

No matching autocommands

```

31 <!doctype html>-
30 <html lang="en">-
29 <head>-
28     <meta charset="utf-8">-
27     <meta http-equiv="X-UA-Compatible" content="IE=edge,chrome=1">-
26     <title>Stop, demo time</title>-
25     <script src="/lib/jquery.js"></script>-
24     <script src="/lib/underscore.js"></script>-
23     <script src="/lib/backbone.js"></script>-
22 </head>-
21 <body>-
20     <div id="output"></div>-
19     <!-- socket.io serves the client file for you -->-
18     <script src="/socket.io/socket.io.js"></script>-
17     <script>-
16         // do stuff-
15     var socket = io.connect();-
14 -
13     socket.on('connect', function () {-
12         console.log('connection');-
11         socket.emit('messages', { data: 'pewpew' });-
10 -
9         socket.json.send({'string': 'dafadsfasd'});-
8 -
7         socket.emit('join', 'room');-
6 -
5         setTimeout(function () {-
4             socket.emit('chat', 'room', 'hello world');-
3             }, 1000);-
2         });-
1 -
0     socket.on('message', function (message) {-
1         -
2     });-
3 -
4     </script>-
5 </body>-
6 </html>-

```

~/Sites/conferences/usergroup/demo/index.html [+] [html] 32,3 All

-- INSERT --

```

07 use strict";-
26 -
25 var connect = require('connect')-
24 , app = connect.createServer(connect.static(__dirname))-
23 , io = require('socket.io');-
22 -
21 /**-
20 * Start listening to the server.-
19 */-
18 -
17 app.listen(8888);-
16 -
15 var socket = io.listen(app);-
14 -
13 socket.sockets.on('connection', function (socket) {-
12     var roomname;-
11 -
10     socket.on('messages', function (data) {-
9         console.log('message', data);-
8     });-
7 -
6     socket.on('join', function (room) {-
5         socket.join(room);-
4         roomname = room;-
3     });-
2 -
1     socket.on('chat', function (room, message) {-
0         socket.io(room).send(message);-
1     });-
2 -
3     socket.on('disconnect', function () {-
4         socket.leave(roomname);-
5     });-
6 });-

```

~/Sites/conferences/usergroup/demo/server.js [javascript] 28,34 All

No matching autocommands

```

32 <!doctype html>-
31 <html lang="en">-
30 <head>-
29     <meta charset="utf-8">-
28     <meta http-equiv="X-UA-Compatible" content="IE=edge,chrome=1">-
27     <title>Stop, demo time</title>-
26     <script src="/lib/jquery.js"></script>-
25     <script src="/lib/underscore.js"></script>-
24     <script src="/lib/backbone.js"></script>-
23 </head>-
22 <body>-
21     <div id="output"></div>-
20     <!-- socket.io serves the client file for you -->-
19     <script src="/socket.io/socket.io.js"></script>-
18     <script>-
17         // do stuff-
16         var socket = io.connect();-
15 -
14         socket.on('connect', function () {-
13             console.log('connection');-
12             socket.emit('messages', { data: 'pewpew' });-
11 -
10             socket.json.send({'string': 'dafadsfasd'});-
9 -
8             socket.emit('join', 'room');-
7 -
6             setTimeout(function () {-
5                 socket.emit('chat', 'room', 'hello world');-
4                 }, 1000);-
3             });-
2 -
1         socket.on('message', function (message) {-
0             -
1             });-
2 -
3         </script>-
4     </body>-
5 </html>-

```

~/Sites/conferences/usergroup/demo/index.html [+] [html] 33,2 All

```

07 use strict";-
26 -
25 var connect = require('connect')-
24 , app = connect.createServer(connect.static(__dirname))-
23 , io = require('socket.io');-
22 -
21 /**-
20 * Start listening to the server.-
19 */-
18 -
17 app.listen(8888);-
16 -
15 var socket = io.listen(app);-
14 -
13 socket.sockets.on('connection', function (socket) {-
12   var roomname;-
11 -
10   socket.on('messages', function (data) {-
9     console.log('message', data);-
8   });-
7 -
6   socket.on('join', function (room) {-
5     socket.join(room);-
4     roomname = room;-
3   });-
2 -
1   socket.on('chat', function (room, message) {-
0     socket.io(room).send(message);-
1   });-
2 -
3   socket.on('disconnect', function () {-
4     socket.leave(roomname);-
5   });-
6 });-

```

~/Sites/conferences/usergroup/demo/server.js [javascript] 28,34 All

No matching autocommands

```

32 <!doctype html>-
31 <html lang="en">-
30 <head>-
29   <meta charset="utf-8">-
28   <meta http-equiv="X-UA-Compatible" content="IE=edge,chrome=1">-
27   <title>Stop, demo time</title>-
26   <script src="/lib/jquery.js"></script>-
25   <script src="/lib/underscore.js"></script>-
24   <script src="/lib/backbone.js"></script>-
23 </head>-
22 <body>-
21   <div id="output"></div>-
20   <!-- socket.io serves the client file for you -->-
19   <script src="/socket.io/socket.io.js"></script>-
18   <script>-
17     // do stuff-
16     var socket = io.connect();-
15 -
14     socket.on('connect', function () {-
13       console.log('connection');-
12       socket.emit('messages', { data: 'pewpew' });-
11 -
10       socket.json.send({'string': 'dafadsfasd'});-
9 -
8       socket.emit('join', 'room');-
7 -
6       setTimeout(function () {-
5         socket.emit('chat', 'room', 'hello world');-
4         }, 1000);-
3       });-
2 -
1     socket.on('message', function (message) {-
0       |
1     });-
2 -
3   </script>-
4 </body>-
5 </html>-

```

~/Sites/conferences/usergroup/demo/index.html [+] [html] 33,5 All

-- INSERT --

```

27 "use strict";
28 -
29 var connect = require('connect')-
30 , app = connect.createServer(connect.static(__dirname))-
31 , io = require('socket.io');-
32 -
33 /**
34  * Start listening to the server.-
35  */-
36 -
37 app.listen(8080);-
38 -
39 var socket = io.listen(app);-
40 -
41 socket.sockets.on('connection', function (socket) {-
42   var roomname;-
43 -
44   socket.on('messages', function (data) {-
45     console.log('message', data);-
46   });-
47 -
48   socket.on('join', function (room) {-
49     socket.join(room);-
50     roomname = room;-
51   });-
52 -
53   socket.on('chat', function (room, message) {-
54     socket.to(room).send(message);-
55   });-
56 -
57   socket.on('disconnect', function () {-
58     socket.leave(roomname);-
59   });-
60 });-

```

~/Sites/conferences/usergroup/demo/server.js [javascript] 28,34 All

No matching autocommands

```

32 <!doctype html>-
33 <html lang="en">-
34 <head>-
35   <meta charset="utf-8">-
36   <meta http-equiv="X-UA-Compatible" content="IE=edge,chrome=1">-
37   <title>Stop, demo time</title>-
38   <script src="/lib/jquery.js"></script>-
39   <script src="/lib/underscore.js"></script>-
40   <script src="/lib/backbone.js"></script>-
41 </head>-
42 <body>-
43   <div id="output"></div>-
44   <!-- socket.io serves the client file for you -->-
45   <script src="/socket.io/socket.io.js"></script>-
46   <script>-
47     // do stuff-
48     var socket = io.connect();-
49 -
50     socket.on('connect', function () {-
51       console.log('connection');-
52       socket.emit('messages', { data: 'pewpew' });-
53 -
54       socket.json.send({'string': 'dafadsfasd'});-
55 -
56       socket.emit('join', 'room');-
57 -
58       setTimeout(function () {-
59         socket.emit('chat', 'room', 'hello world');-
60       }, 1000);-
61     });-
62 -
63     socket.on('message', function (message) {-
64       console.log('message from chat:', message);-
65     });-
66 -
67   </script>-
68 </body>-
69 </html>-

```

~/Sites/conferences/usergroup/demo/index.html [+] [html] 33,47 All

-- INSERT --

```

07 "use strict";
26 -
25 var connect = require('connect')-
24   , app = connect.createServer(connect.static(__dirname))-
23   , io = require('socket.io');-
22 -
21 /**-
20  * Start listening to the server.-
19  */-
18 -
17 app.listen(8080);-
16 -
15 var socket = io.listen(app);-
14 -
13 socket.sockets.on('connection', function (socket) {-
12   var roomname;-
11 -
10   socket.on('messages', function (data) {-
9     console.log('message', data);-
8   });-
7 -
6   socket.on('join', function (room) {-
5     socket.join(room);-
4     roomname = room;-
3   });-
2 -
1   socket.on('chat', function (room, message) {-
0     socket.to(room).send(message);-
1   });-
2 -
3   socket.on('disconnect', function () {-
4     socket.leave(roomname);-
5   });-
6 });-

```

~/Sites/conferences/usergroup/demo/server.js [javascript] 28,34 All

No matching autocommands

```

32 <!doctype html>-
31 <html lang="en">-
30 <head>-
29   <meta charset="utf-8">-
28   <meta http-equiv="X-UA-Compatible" content="IE=edge,chrome=1">-
27   <title>Stop, demo time</title>-
26   <script src="/lib/jquery.js"></script>-
25   <script src="/lib/underscore.js"></script>-
24   <script src="/lib/backbone.js"></script>-
23 </head>-
22 <body>-
21   <div id="output"></div>-
20   <!-- socket.io serves the client file for you -->-
19   <script src="/socket.io/socket.io.js"></script>-
18   <script>-
17     // do stuff-
16     var socket = io.connect();-
15 -
14     socket.on('connect', function () {-
13       console.log('connection');-
12       socket.emit('messages', { data: 'pewpew' });-
11 -
10       socket.json.send({'string': 'dafadsfasd'});-
9 -
8       socket.emit('join', 'room');-
7 -
6       setTimeout(function () {-
5         socket.emit('chat', 'room', 'hello world');-
4         }, 1000);-
3       });-
2 -
1       socket.on('message', function (message) {-
0         console.log('message from chat:', message);-
1       });-
2 -
3     </script>-
4 </body>-
5 </html>-

```

~/Sites/conferences/usergroup/demo/index.html [html] 33,47 All

"index.html" 38L, 923C written

```

27 use strict;~
28 ~
29 var connect = require('connect')~
30 , app = connect.createServer(connect.static(__dirname))~
31 , io = require('socket.io')~
32 ~
33 /**~
34  * Start listening to the server.~
35  */~
36 ~
37 app.listen(8080);~
38 ~
39 var socket = io.listen(app);~
40 ~
41 socket.sockets.on('connection', function (socket) {~
42   var roomname;~
43   ~
44   socket.on('messages', function (data) {~
45     console.log('message', data);~
46   });~
47   ~
48   socket.on('join', function (room) {~
49     socket.join(room);~
50     roomname = room;~
51   });~
52   ~
53   socket.on('chat', function (room, message) {~
54     socket.in(room).send(message);~
55   });~
56   ~
57   socket.on('disconnect', function () {~
58     socket.leave(roomname);~
59   });~
60 });~

```

```
~/Sites/conferences/usergroup/demo/server.js [javascript] 28,34 All
```

No matching autocommands

```

31 <html lang="en">~
32 <head>~
33   <meta charset="utf-8">~
34   <meta http-equiv="X-UA-Compatible" content="IE=edge,chrome=1">~
35   <title>Stop, demo time</title>~
36   <script src="/lib/jquery.js"></script>~
37   <script src="/lib/underscore.js"></script>~
38   <script src="/lib/backbone.js"></script>~
39 </head>~
40 <body>~
41   <div id="output"></div>~
42   <!-- socket.io serves the client file for you -->~
43   <script src="/socket.io/socket.io.js"></script>~
44   <script>~
45     // do stuff~
46     var socket = io.connect();~
47     ~
48     socket.on('connect', function () {~
49       console.log('connection');~
50       socket.emit('messages', { data: 'pewpew' });~
51     });~
52     ~
53     socket.json.send({'string': 'dofadsfasd'});~
54     ~
55     socket.emit('join', 'room');~
56     ~
57     setTimeout(function () {~
58       socket.emit('chat', 'room', 'hello world');~
59     }, 1000);~
60   };~
61 </script>~
62 </body>~
63 </html>~

```

```
~/Sites/conferences/usergroup/demo/index.html [html] 33,47 All
```

"index.html" 38L, 923C written

```

16 use strict;~
15 ~
14 var connect = require('connect')~
13 , app = connect.createServer(connect.static(__dirname))~
12 , io = require('socket.io')~
11 ~
10 /**~
9  * Start listening to the server.~
8  */~
7 ~
6 app.listen(8080);~
5 ~
4 var socket = io.listen(app);~
3 ~
2 socket.sockets.on('connection', function (socket) {~
1   var roomname;~
0   ~
1   socket.on('messages', function (data) {~
2     console.log('message', data);~
3   });~
4 ~
5   socket.on('join', function (room) {~
6     socket.join(room);~
7     roomname = room;~
8   });~
9 ~
10  socket.on('chat', function (room, message) {~
11    socket.in(room).send(message);~
12  });~
13 ~
14  socket.on('disconnect', function () {~
15    socket.leave(roomname);~
16  });~
17 });~

```

```

32 <doctype html>~
31 <html lang="en">~
30 <head>~
29   <meta charset="utf-8">~
28   <meta http-equiv="X-UA-Compatible" content="IE=edge,chrome=1">~
27   <title>Stop, demo time</title>~
26   <script src="/lib/jquery.js"></script>~
25   <script src="/lib/underscore.js"></script>~
24   <script src="/lib/backbone.js"></script>~
23 </head>~
22 <body>~
21   <div id="output"></div>~
20   <!-- socket.io serves the client file for you -->~
19   <script src="/socket.io/socket.io.js"></script>~
18   <script>~
17     // do stuff~
16     var socket = io.connect();~
15 ~
14     socket.on('connect', function () {~
13       console.log('connection');~
12       socket.emit('messages', { data: 'wowow' });~
11 ~
10       socket.json.send({'string': 'dafadsfasd'});~
9 ~
8       socket.emit('join', 'room');~
7 ~
6       setTimeout(function () {~
5         socket.emit('chat', 'room', 'hello world');~
4         }, 1000);~
3     });~
2 ~
1     socket.on('message', function (message) {~
0       console.log('message from chat:', message);~
1     });~
2 ~
3   </script>~
4 </body>~
5 </html>~

```

```
debug - set heartbeat timeout for client 17389445711632482806
debug - got heartbeat packet
debug - cleared heartbeat timeout for client 17389445711632482806
debug - set heartbeat interval for client 17389445711632482806
debug - emitting heartbeat for client 17389445711632482806
debug - websocket writing 2::
debug - set heartbeat timeout for client 17389445711632482806
debug - got heartbeat packet
debug - cleared heartbeat timeout for client 17389445711632482806
debug - set heartbeat interval for client 17389445711632482806
debug - emitting heartbeat for client 17389445711632482806
debug - websocket writing 2::
debug - set heartbeat timeout for client 17389445711632482806
debug - got heartbeat packet
debug - cleared heartbeat timeout for client 17389445711632482806
debug - set heartbeat interval for client 17389445711632482806
debug - emitting heartbeat for client 17389445711632482806
debug - websocket writing 2::
debug - set heartbeat timeout for client 17389445711632482806
debug - got heartbeat packet
debug - cleared heartbeat timeout for client 17389445711632482806
debug - set heartbeat interval for client 17389445711632482806
debug - emitting heartbeat for client 17389445711632482806
debug - websocket writing 2::
debug - set heartbeat timeout for client 17389445711632482806
debug - got heartbeat packet
debug - cleared heartbeat timeout for client 17389445711632482806
debug - set heartbeat interval for client 17389445711632482806
debug - emitting heartbeat for client 17389445711632482806
debug - websocket writing 2::
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debug - got heartbeat packet
debug - cleared heartbeat timeout for client 17389445711632482806
debug - set heartbeat interval for client 17389445711632482806
debug - emitting heartbeat for client 17389445711632482806
debug - websocket writing 2::
debug - set heartbeat timeout for client 17389445711632482806
debug - got heartbeat packet
debug - cleared heartbeat timeout for client 17389445711632482806
debug - set heartbeat interval for client 17389445711632482806
```

```
demo * vim server.js      ~/Sites/conferences/usergroup/demo 1
demo * nod e              ~/Sites/conferences/usergroup/demo
```

```
32 </doctype html>-
31 <html lang="en">-
30 <head>-
29   <meta charset="utf-8">-
28   <meta http-equiv="X-UA-Compatible" content="IE=edge,chrome=1">-
27   <title>Stop, demo time</title>-
26   <script src="/lib/jquery.js"></script>-
25   <script src="/lib/underscore.js"></script>-
24   <script src="/lib/backbone.js"></script>-
23 </head>-
22 <body>-
21   <div id="output"></div>-
20   <!-- socket.io serves the client file for you -->-
19   <script src="/socket.io/socket.io.js"></script>-
18   <script>-
17     // do stuff-
16     var socket = io.connect();-
15 -
14     socket.on('connect', function () {-
13       console.log('connection');-
12       socket.emit('messages', { data: 'pewpew' });-
11 -
10       socket.json.send({'string': 'dafadsfasd'});-
9 -
8       socket.emit('join', 'room');-
7 -
6       setTimeout(function () {-
5         socket.emit('chat', 'room', 'hello world');-
4         }, 1000);-
3     });-
2 -
1     socket.on('message', function (message) {-
0       console.log('message from chat:', message);-
1     });-
2 -
3   </script>-
4 </body>-
5 </html>-
```

```
~/Sites/conferences/usergroup/demo/index.html [html] 33,47 All
No matching autocommands
```

```
debug - set heartbeat timeout for client 17389445711632482806
debug - got heartbeat packet
debug - cleared heartbeat timeout for client 17389445711632482806
debug - set heartbeat interval for client 17389445711632482806
debug - emitting heartbeat for client 17389445711632482806
debug - websocket writing 2::
debug - set heartbeat timeout for client 17389445711632482806
debug - got heartbeat packet
debug - cleared heartbeat timeout for client 17389445711632482806
debug - set heartbeat interval for client 17389445711632482806
debug - emitting heartbeat for client 17389445711632482806
debug - websocket writing 2::
debug - set heartbeat timeout for client 17389445711632482806
debug - got heartbeat packet
debug - cleared heartbeat timeout for client 17389445711632482806
debug - set heartbeat interval for client 17389445711632482806
debug - emitting heartbeat for client 17389445711632482806
debug - websocket writing 2::
debug - set heartbeat timeout for client 17389445711632482806
debug - got heartbeat packet
debug - cleared heartbeat timeout for client 17389445711632482806
debug - set heartbeat interval for client 17389445711632482806
debug - emitting heartbeat for client 17389445711632482806
debug - websocket writing 2::
debug - set heartbeat timeout for client 17389445711632482806
debug - got heartbeat packet
debug - cleared heartbeat timeout for client 17389445711632482806
debug - set heartbeat interval for client 17389445711632482806
debug - emitting heartbeat for client 17389445711632482806
debug - websocket writing 2::
debug - set heartbeat timeout for client 17389445711632482806
debug - got heartbeat packet
debug - cleared heartbeat timeout for client 17389445711632482806
debug - set heartbeat interval for client 17389445711632482806
debug - emitting heartbeat for client 17389445711632482806
debug - websocket writing 2::
debug - set heartbeat timeout for client 17389445711632482806
debug - got heartbeat packet
debug - cleared heartbeat timeout for client 17389445711632482806
debug - set heartbeat interval for client 17389445711632482806
```

```
demo * vim server.js ~/Sites/conferences/usergroup/demo 1
demo * node server.js ~/Sites/conferences/usergroup/demo
```

```
32 </doctype html>-
31 <html lang="en">-
30 <head>-
29 <meta charset="utf-8">-
28 <meta http-equiv="X-UA-Compatible" content="IE=edge,chrome=1">-
27 <title>Stop, demo time</title>-
26 <script src="/lib/jquery.js"></script>-
25 <script src="/lib/underscore.js"></script>-
24 <script src="/lib/backbone.js"></script>-
23 </head>-
22 <body>-
21 <div id="output"></div>-
20 <!-- socket.io serves the client file for you -->-
19 <script src="/socket.io/socket.io.js"></script>-
18 <script>-
17 // do stuff-
16 var socket = io.connect();-
15 -
14 socket.on('connect', function () {-
13 console.log('connection');-
12 socket.emit('messages', { data: 'wowow' });-
11 -
10 socket.json.send({'string': 'dafadsfasd'});-
9 -
8 socket.emit('join', 'room');-
7 -
6 setTimeout(function () {-
5 socket.emit('chat', 'room', 'hello world');-
4 }, 1000);-
3 });-
2 -
1 socket.on('message', function (message) {-
0 console.log('message from chat:', message);-
1 });-
2 -
3 </script>-
4 </body>-
5 </html>-
```

```
~/Sites/conferences/usergroup/demo/index.html [html] 33,47 All
No matching autocommands
```




Name	Path	Headers	Preview	Response	Timing
	:8080/socket.io/1/?t=1339767353282			1 17389445711632482806:60:60:websocket,htmlfile,xhr-polling,jsonp-polling	
	:8080/socket.io/1/?t=1339767355283				
	:8080/socket.io/1/?t=1339767359286				
	:8080/socket.io/1/?t=1339767367287				
	:8080/socket.io/1/?t=1339767383289				
	:8080/socket.io/1/?t=1339767415290				
	:8080/socket.io/1/?t=1339767479290				

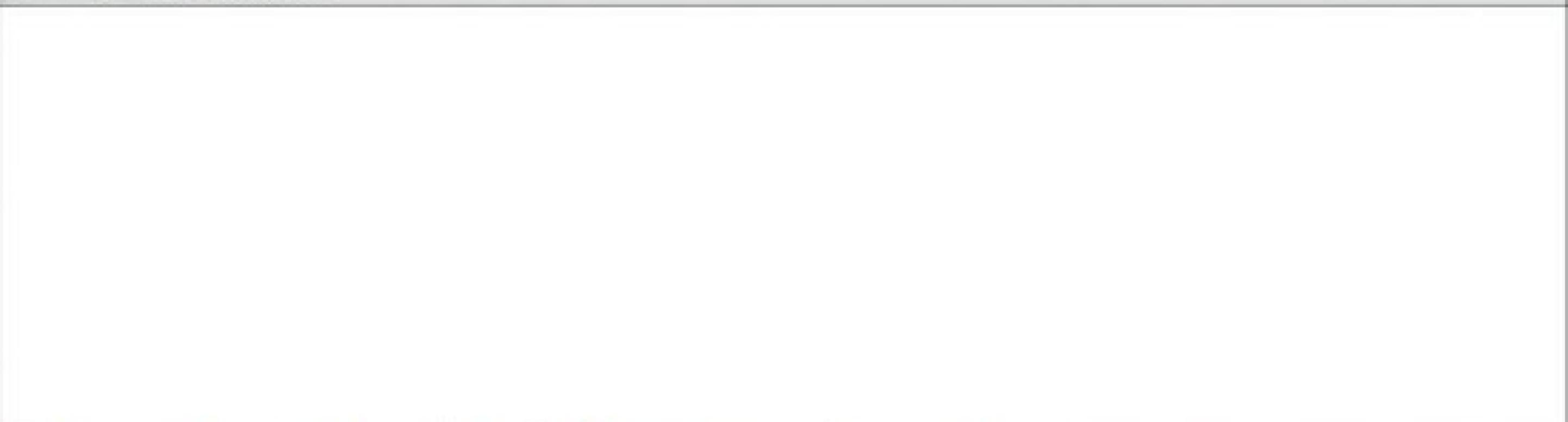


Name	Path	Headers	Preview	Response	Timing
<input type="checkbox"/>	:8080/socket.io/1/?t=1339767353282				
<input type="checkbox"/>	:8080/socket.io/1				
<input type="checkbox"/>	:8080/socket.io/1	http://localhost:8080/socket.io/1/?t=1339767353282			
<input type="checkbox"/>	:8080/socket.io/1				
<input type="checkbox"/>	:8080/socket.io/1/?t=1339767359286				
<input type="checkbox"/>	:8080/socket.io/1				
<input type="checkbox"/>	:8080/socket.io/1/?t=1339767367287				
<input type="checkbox"/>	:8080/socket.io/1				
<input type="checkbox"/>	:8080/socket.io/1/?t=1339767383289				
<input type="checkbox"/>	:8080/socket.io/1				
<input type="checkbox"/>	:8080/socket.io/1/?t=1339767415290				
<input type="checkbox"/>	:8080/socket.io/1				
<input type="checkbox"/>	:8080/socket.io/1/?t=1339767479290				
<input type="checkbox"/>	:8080/socket.io/1				



Name	Path	Headers	Preview	Response	Timing
<input type="checkbox"/>	:8080/socket.io/1/?t=1339767353282	1 17389445711632482806:60:60:websocket,htmlfile,xhr-polling,jsonp-polling			
<input type="checkbox"/>	/socket.io/1				
<input type="checkbox"/>	:8080/socket.io/1/?t=1339767355283				
<input type="checkbox"/>	/socket.io/1				
<input type="checkbox"/>	:8080/socket.io/1/?t=1339767359286				
<input type="checkbox"/>	/socket.io/1				
<input type="checkbox"/>	:8080/socket.io/1/?t=1339767359286				
<input type="checkbox"/>	/socket.io/1				
<input type="checkbox"/>	:8080/socket.io/1/?t=1339767383289				
<input type="checkbox"/>	/socket.io/1				
<input type="checkbox"/>	:8080/socket.io/1/?t=1339767415290				
<input type="checkbox"/>	/socket.io/1				
<input type="checkbox"/>	:8080/socket.io/1/?t=1339767479290				
<input type="checkbox"/>	/socket.io/1				

http://localhost:8080/socket.io/1/?t=1339767359286



Name	Path	Headers	Preview	Response	Timing
17389445711632482806	/socket.io/1/websocket				
:8080/socket.io/1/?t=1339767352280	/socket.io/1				
:8080/socket.io/1/?t=1339767353282	/socket.io/1				
:8080/socket.io/1/?t=1339767355283	/socket.io/1				
:8080/socket.io/1/?t=1339767359286	/socket.io/1				
:8080/socket.io/1/?t=1339767367287	/socket.io/1				
:8080/socket.io/1/?t=1339767381289	/socket.io/1				

Name	Path	Headers	Preview	Response	Timing
17389445711632482806	/socket.io/1/websocket				
:8080/socket.io/1/?t=1339767352280	/socket.io/1				
:8080/socket.io/1/?t=1339767353282	/socket.io/1				
:8080/socket.io/1/?t=1339767355283	/socket.io/1				
:8080/socket.io/1/?t=1339767359286	/socket.io/1				
:8080/socket.io/1/?t=1339767367287	/socket.io/1				
:8080/socket.io/1/?t=1339767381289	/socket.io/1				

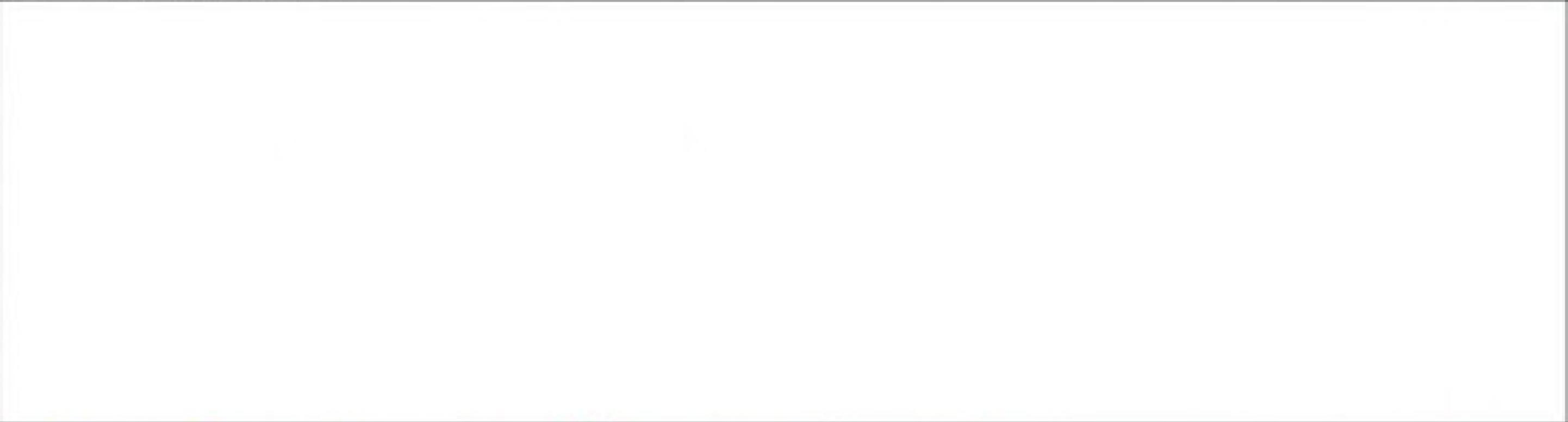
http://localhost:8080/socket.io/1/?t=1339767352280



Name	Path	Headers	Preview	Response	Timing
	:8080/socket.io/1/?t=1339767359286				
	/socket.io/1				
	:8080/socket.io/1/?t=1339767367287				
	/socket.io/1				
	:8080/socket.io/1/?t=1339767383289				
	/socket.io/1				
	:8080/socket.io/1/?t=1339767415290				
	/socket.io/1				
	:8080/socket.io/1/?t=1339767479290				
	/socket.io/1				
	104630496770491727				
	/socket.io/1/websocket				
	:8080/socket.io/1/?t=1339767607287				
	/socket.io/1				



Name Path	Method	Status Text	Type	Initiator	Size Content	Time Latency	Timeline	210ms	334ms
:8080/	GET	200 OK	text/html	Other	1.17KB 9238	6ms 5ms			
jquery.js /lib	GET	200 OK	application...	:8080/:7 Parser	268.34KB 268.08KB	607ms 10ms			
underscore.js /lib	GET	200 OK	application...	:8080/:7 Parser	36.78KB 36.51KB	21ms 14ms			
backbone.js /lib	GET	200 OK	application...	:8080/:7 Parser	52.17KB 51.91KB	20ms 13ms			
socket.io.js /socket.io	GET	200 OK	application...	:8080/:7 Parser	70.99KB 70.89KB	605ms 602ms			
:8080/socket.io/1/?t=1339767634527 /socket.io/1	GET	200 OK	text/plain	socket.io.js:1632 Script	1788 708	59ms 3ms			
1321703366201117214 /socket.io/1/websocket	GET	101 Switching Pro	Pending	Other	127B 0B	Pending			



```
connection  
message from chat: hello world
```

The screenshot shows the Chrome DevTools Console with the 'Network' tab selected. A single network request is visible, with the 'message from chat: hello world' text highlighted in blue. The rest of the console area is mostly empty and faded.



```
connection
message from chat: hello world
```



```
connection
message from chat: hello world
> socket.emit
emit
events
__defineGetter__
__defineSetter__
__lookupGetter__
__lookupSetter__
ackPackets
acks
addListener
constructor
disconnect
emit
flags
hasOwnProperty
isPrototypeOf
json
listeners
name
```



```
connection  
message from chat: hello world  
> socket.emit
```



```
connection
message from chat: hello world
> socket.send
```



```
connection  
message from chat: hello world  
> socket.send('hi people')  
  ↳ SocketNamespace  
> |
```



```
connection
message from chat: hello world
> socket.send('hi people!')
└─ SocketNamespace
>
```



```

debug - set heartbeat timeout for client 17389445711632482806
debug - got heartbeat packet
debug - cleared heartbeat timeout for client 17389445711632482806
debug - set heartbeat interval for client 17389445711632482806
debug - emitting heartbeat for client 17389445711632482806
debug - websocket writing 2::
debug - set heartbeat timeout for client 17389445711632482806
debug - got heartbeat packet
debug - cleared heartbeat timeout for client 17389445711632482806
debug - set heartbeat interval for client 17389445711632482806
:~
demo # vim server.js      ~/Sites/conferences/usergroup/demo 1 #
demo # node server.js     ~/Sites/conferences/usergroup/demo
info  - socket.io started
debug - client authorized
info  - handshake authorized 104630496770491727
debug - setting request GET /socket.io/l/websocket/104630496770491727
7
debug - set heartbeat interval for client 104630496770491727
debug - client authorized for
debug - websocket writing 1::
message { data: 'pewpew' }
debug - emitting heartbeat for client 104630496770491727
debug - websocket writing 2::
debug - set heartbeat timeout for client 104630496770491727
debug - got heartbeat packet
debug - cleared heartbeat timeout for client 104630496770491727
debug - set heartbeat interval for client 104630496770491727
info  - transport end (undefined)
debug - set close timeout for client 104630496770491727
debug - cleared close timeout for client 104630496770491727
debug - cleared heartbeat interval for client 104630496770491727
debug - discarding transport
debug - served static content /socket.io.js
debug - client authorized
info  - handshake authorized 1321703366201117214
debug - setting request GET /socket.io/l/websocket/1321703366201117214
14
debug - set heartbeat interval for client 1321703366201117214
debug - client authorized for
debug - websocket writing 1::
message { data: 'pewpew' }
debug - websocket writing 3:::hello world

```

```

32 </doctype html>-
31 <html lang="en">-
30 <head>-
29   <meta charset="utf-8">-
28   <meta http-equiv="X-UA-Compatible" content="IE=edge,chrome=1">-
27   <title>Stop, demo time</title>-
26   <script src="/lib/jquery.js"></script>-
25   <script src="/lib/underscore.js"></script>-
24   <script src="/lib/backbone.js"></script>-
23 </head>-
22 <body>-
21   <div id="output"></div>-
20   <!-- socket.io serves the client file for you -->-
19   <script src="/socket.io/socket.io.js"></script>-
18   <script>-
17     // do stuff-
16     var socket = io.connect();-
15 -
14     socket.on('connect', function () {-
13       console.log('connection');-
12       socket.emit('messages', { data: 'pewpew' });-
11 -
10       socket.json.send({'string': 'dafadsfasd'});-
9 -
8       socket.emit('join', 'room');-
7 -
6       setTimeout(function () {-
5         socket.emit('chat', 'room', 'hello world');-
4         }, 1000);-
3     });-
2 -
1     socket.on('message', function (message) {-
0       console.log('message from chat:', message);-
1     });-
2 -
3   </script>-
4 </body>-
5 </html>-
-
-
-
-
~/Sites/conferences/usergroup/demo/index.html [html] 33,47 All
No matching autocommands

```

```

debug - set heartbeat timeout for client 17389445711632482806
debug - got heartbeat packet
debug - cleared heartbeat timeout for client 17389445711632482806
debug - set heartbeat interval for client 17389445711632482806
:~
demo * via server.js      ~/Sites/conferences/usergroup/demo 1
demo * node server.js    ~/Sites/conferences/usergroup/demo
info  - socket.io started
debug - client authorized
info  - handshake authorized 184630496778491727
debug - setting request GET /socket.io/1/websocket/184630496778491727
7
debug - set heartbeat interval for client 184630496778491727
debug - client authorized for
debug - websocket writing 1::
message { data: 'peepew' }
debug - emitting heartbeat for client 184630496778491727
debug - websocket writing 2::
debug - set heartbeat timeout for client 184630496778491727
debug - got heartbeat packet
debug - cleared heartbeat timeout for client 184630496778491727
debug - set heartbeat interval for client 184630496778491727
info  - transport end (undefined)
debug - set close timeout for client 184630496778491727
debug - cleared close timeout for client 184630496778491727
debug - cleared heartbeat interval for client 184630496778491727
debug - discarding transport
debug - served static content /socket.io.js
debug - client authorized
info  - handshake authorized 1321783366281117214
debug - setting request GET /socket.io/1/websocket/1321783366281117214
14
debug - set heartbeat interval for client 1321783366281117214
debug - client authorized for
debug - websocket writing 1::
message { data: 'peepew' }
debug - websocket writing 3:::hello world
debug - emitting heartbeat for client 1321783366281117214
debug - websocket writing 2::
debug - set heartbeat timeout for client 1321783366281117214
debug - got heartbeat packet
debug - cleared heartbeat timeout for client 1321783366281117214
debug - set heartbeat interval for client 1321783366281117214

```

```

32 </doctype html>-
31 <html lang="en">-
30 <head>-
29   <meta charset="utf-8">-
28   <meta http-equiv="X-UA-Compatible" content="IE=edge,chrome=1">-
27   <title>Stop, demo time</title>-
26   <script src="/lib/jquery.js"></script>-
25   <script src="/lib/underscore.js"></script>-
24   <script src="/lib/backbone.js"></script>-
23 </head>-
22 <body>-
21   <div id="output"></div>-
20   <!-- socket.io serves the client file for you -->-
19   <script src="/socket.io/socket.io.js"></script>-
18   <script>-
17     // do stuff-
16     var socket = io.connect();-
15 -
14     socket.on('connect', function () {-
13       console.log('connection');-
12       socket.emit('messages', { data: 'peepew' });-
11 -
10       socket.json.send({'string': 'dafadsfasd'});-
9 -
8       socket.emit('join', 'room');-
7 -
6       setTimeout(function () {-
5         socket.emit('chat', 'room', 'hello world');-
4         }, 1000);-
3     });-
2 -
1     socket.on('message', function (message) {-
0       console.log('message from chat:', message);-
1     });-
2 -
3   </script>-
4 </body>-
5 </html>-
-
-
-
-
~/Sites/conferences/usergroup/demo/index.html [html] 33,47 All
No matching autocommands

```

```
debug - set heartbeat timeout for client 17389445711632482806
debug - got heartbeat packet
debug - cleared heartbeat timeout for client 17389445711632482806
debug - set heartbeat interval for client 17389445711632482806
demo / via server.js ~/Sites/conferences/usergroup/demo 1
demo / node server.js ~/Sites/conferences/usergroup/demo
info - socket.io started
debug - client authorized
info - handshake authorized 184638496778491727
debug - setting request GET /socket.io/l/websocket/184638496778491727
7
debug - set heartbeat interval for client 184638496778491727
debug - client authorized for
debug - websocket writing 1::
message { data: 'peepew' }
debug - emitting heartbeat for client 184638496778491727
debug - websocket writing 2::
debug - set heartbeat timeout for client 184638496778491727
debug - got heartbeat packet
debug - cleared heartbeat timeout for client 184638496778491727
debug - set heartbeat interval for client 184638496778491727
info - transport end (
debug - set close timeout for client 184638496778491727
debug - cleared close timeout for client 184638496778491727
debug - cleared heartbeat interval for client 184638496778491727
debug - discarding transport
debug - served static content /socket.io.js
debug - client authorized
info - handshake authorized 1321783366281117214
debug - setting request GET /socket.io/l/websocket/1321783366281117214
14
debug - set heartbeat interval for client 1321783366281117214
debug - client authorized for
debug - websocket writing 1::
message { data: 'peepew' }
debug - websocket writing 3:::hello world
debug - emitting heartbeat for client 1321783366281117214
debug - websocket writing 2::
debug - set heartbeat timeout for client 1321783366281117214
debug - got heartbeat packet
debug - cleared heartbeat timeout for client 1321783366281117214
debug - set heartbeat interval for client 1321783366281117214
```



Google Chrome



```
32 </doctype html>--
31 <html lang="en">--
30 <head>--
29 <meta charset="utf-8">--
28 <meta http-equiv="X-UA-Compatible" content="IE=edge,chrome=1">--
27 <title>Stop, demo time</title>--
26 <script src="/lib/jquery.js"></script>--
25 <script src="/lib/underscore.js"></script>--
24 <script src="/lib/backbone.js"></script>--
23 </head>--
22 <body>--
21 <div id="output"></div>--
20 <!-- socket.io serves the client file for you -->--
19 <script src="/socket.io/socket.io.js"></script>--
18 <script>--
17 // do stuff--
16 var socket = io.connect();--
15 --
14 socket.on('connect', function () {--
13 console.log('connected');--
12 socket.emit('chat', 'room', 'hello world');--
11 socket.on('message', function (message) {--
10 console.log('message from chat:', message);--
9 });--
8 --
7 --
6 setTimeout(function () {--
5 socket.emit('chat', 'room', 'hello world');--
4 }, 1000);--
3 });--
2 --
1 socket.on('message', function (message) {--
0 console.log('message from chat:', message);--
1 });--
2 --
3 </script>--
4 </body>--
5 </html>--
~/Sites/conferences/usergroup/demo/index.html [html] 33,47 All
No matching autocommands
```

- Engine.io does transport upgrading
- Socket.IO does transport downgrading
- Sock.js
- Xsockets (.net)
- APE push server and more ..

Q&A