

# REAL-TIME GIS USING SIGNALR AND JSAPI

A PROOF-OF-CONCEPT

AMR ELDIB

Esri Canada

 #DevSummit



Esri International Developer Summit 2013  
Technical Sessions

March 28, 2013 8:30am – Palm Springs Convention Center

# WHO DOESN'T LIKE COMMAND CENTERS



# THESE GUYS DON'T



Chris O'Dowd as Roy Trenneman, Richard Ayoade as Maurice Moss, and Katherine Parkinson as Jen Barber from the British TV show "The IT Crowd"

# COMMAND CENTERS TODAY



# COMMAND CENTERS TODAY



# SIGNALR

- ▶ Incredibly simple to add real-time.
- ▶ Start with WebSockets, and gracefully fallback to other technologies when it's not available.

WebSockets > Server-sent Events > Forever Frame > Long Polling

- ▶ Existing SignalR Samples
  - ▶ [Jabbr](#) a Chat Server.
  - ▶ [ShootR](#) a Multiplayer Shooter Game.

# SIGNALR

OPEN SOURCE



**github**  
SOCIAL CODING

SUPPORTED



**Microsoft**

# How It Works

Inherits Microsoft.AspNet.SignalR.Hub

Public methods are callable from client

Clients.All.myFunction

Override event handlers to handle clients activities  
(connecting, disconnecting, etc.)



```
var proxy = $.connection.myHubClass  
proxy.client.myFunction = myFunction  
proxy.server.myMethod
```



# SHOW ME THE CODE

Callable  
from  
client-side

Inherits SignalR.Hub

```
9 public class RealTimePoints : Hub
10 {
11     public void AddPoint(double x, double y)
12     {
13         Clients.All.addPoint(Context.ConnectionId, x, y);
14     }
15 }
```

Calling client function



# SHOW ME THE CODE

Client-  
function  
callable  
from  
Server

Reference to Proxy

```
23 // Proxy created on the fly
24 realTimePoints = $.connection.realTimePoints;
25 |
26 // Declare a function on the chat hub so the server can invoke it
27 realTimePoints.client.addPoint = function addPoint(cid, x, y) {
28     var p = new esri.geometry.Point(x, y, new esri.SpatialReference({ wkid: 102100 }));
29     var gLayer = map.getLayer(cid);
30
31     var symbol = new esri.symbol.SimpleMarkerSymbol();
32     var clr = layersColors[layersColors.indexOf(cid) + 1];
33
34     symbol.setColor(new dojo.Color(clr));
35
36     gLayer.add(new esri.Graphic(p, symbol));
37 };
```

Connection ID

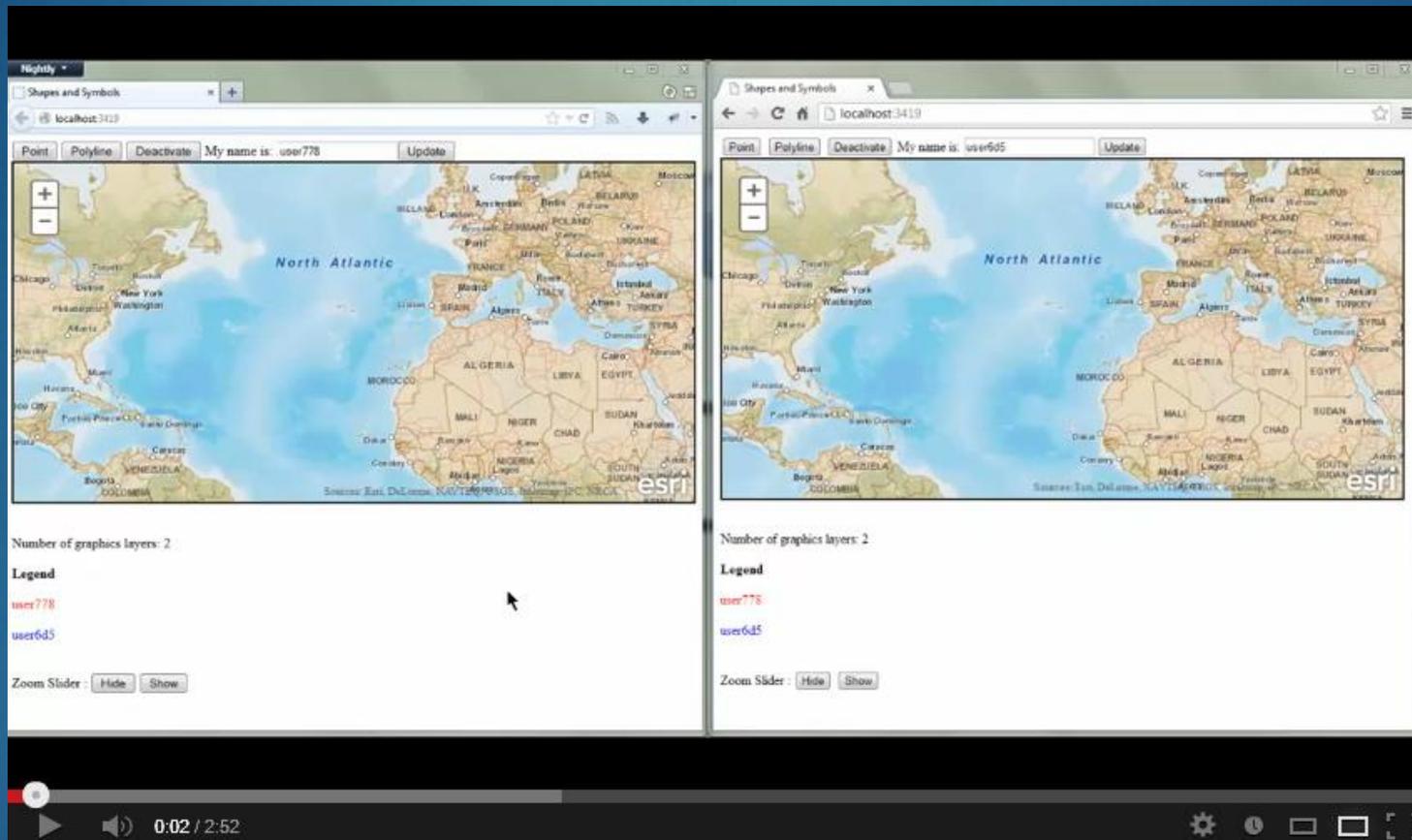


# SHOW ME THE CODE

```
123 function addGraphic(geometry) {
124     var symbol = dojo.byId("symbol").value;
125     if (symbol) {
126         symbol = eval(symbol);
127     }
128     else {
129         var type = geometry.type;
130         if (type === "point" || type === "multipoint") {
131             var symbol = new esri.symbol.SimpleMarkerSymbol();
132             var clr = layersColors[layersColors.indexOf($.connection.hub.id) + 1];
133             symbol.setColor(new dojo.Color(clr));
134             realTimePoints.server.addPoint(geometry.x, geometry.y);
135         }
136     }
```

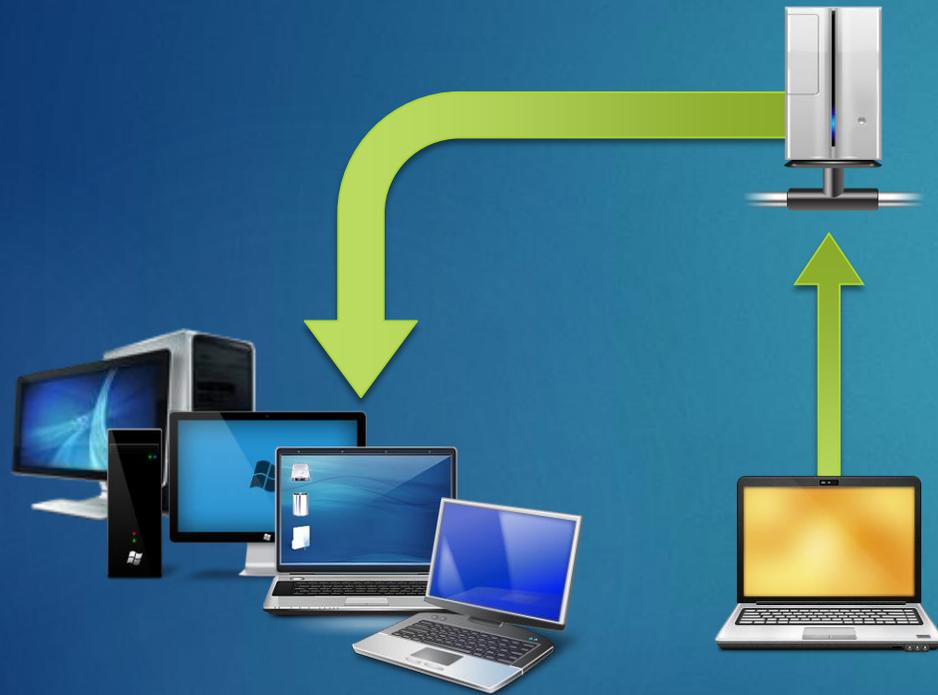


# SEE IT IN ACTION



Click the screenshot to play video

# SCENARIOS



CLIENT-TO-CLIENT



SERVER-TO-CLIENT

# THANK YOU



[AmrEldib.com](http://AmrEldib.com)



[bit.ly/GisSignalR](https://bit.ly/GisSignalR)



[@AmrEldib](https://twitter.com/AmrEldib)



[bit.ly/FreeSignalRBook](https://bit.ly/FreeSignalRBook)



Esri International Developer Summit 2013  
Technical Sessions