clientmanager

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Supported Clients

SmartClient WebClient NGClient

Methods Summary

Broadcaster	getBroadcaster(name, channelName, callback)	Get a broadcast object giving it a (nick)name and on a specific channel, the callback is used for getting messages of other clients on that channel The function gets 3 arguments (nickName, message, channelName)
JSClientInformation	getClientInformation()	Returns the current client JSClientInformation object.
Array	getConnectedClients()	Returns an array of JSClientInformation elements describing the clients connected to the server.
Array	getConnectedClients(clientInfoFilter)	/* Returns an array of JSClientInformation elements describing the clients connected to the server filtered by the a client info string.
JSClientInformation	getLockedByClient(datasource, pks)	Get client that locked the record from a specific datasource or null if record is not locked.
JSDataSet	getLocks()	Get a dataset will all locks on the server.
Boolean	isInMaintenanceMode()	Returns true if the server is in maintenance mode, false otherwise.
void	releaseLocks(clientId)	Release all locks acquired by a client WARNING: use with care
void	sendMessageToAllClients(message)	Sends a message to all connected clients.
void	sendMessageToClient(clientId, message)	Sends a message to a specific client, identified by its clientId.
void	shutDownAllClients()	Shuts down all connected clients.
void	shutDownClient(clientId)	Shuts down a specific client, identified by its clientId.
void	shutDownClient(clientId, forceUnregister)	Shuts down a specific client, identified by its clientId.

Methods Details

getBroadcaster(name, channelName, callback)

```
Get a broadcast object giving it a (nick)name and on a specific channel, the callback is used for getting
messages of other clients on that channel
The function gets 3 arguments (nickName, message, channelName)
```

Parameters

String	name	The nickname for this user on this channel
String	channelName	The channel name where should be listened to (and send messages to)
Function	callback	The callback when for incomming messages

Returns

Broadcaster BroadCaster

Supported Clients

SmartClient,WebClient,NGClient

Sample

```
function callback(nickName, message, channelName) {
   application.output('message received from ' + nickName + ' on channel ' + channelName + ': ' + message)
}
var broadcaster = plugins.clientmanager.getBroadcaster("nickname", "mychatchannel", callback);
broadcaster.broadcastMessage("Hallo");
```

getClientInformation()

```
Returns the current client JSClientInformation object. Note this is snapshot information, client information
will not get updated.
```

Returns

JSClientInformation

Supported Clients

SmartClient,WebClient,NGClient

Sample

getConnectedClients()

Returns an array of JSClientInformation elements describing the clients connected to the server. Note this is snapshot information on connected clients, client information will not get updated.

Returns

Array JSClientInformation[]

Supported Clients

SmartClient,WebClient,NGClient

Sample

```
//Returns an array of JSClientInformation elements describing the clients connected to the server.
var clients = plugins.clientmanager.getConnectedClients();
application.output("There are " + clients.length + " connected clients.");
for (var i = 0; i < clients.length; i++)
	application.output("Client has clientId '" + clients[i].getClientID() + "' and has connected from host
'" + clients[i].getHostAddress() + "'.");
```

getConnectedClients(clientInfoFilter)

```
/*
Returns an array of JSClientInformation elements describing the clients connected to the server filtered by the
a client info string.
This way you can ask for a specific set of clients that have a specific information added to there client
information.
Note this is snapshot information on connected clients, client information will not get updated.
```

Parameters

String clientInfoFilter The filter string

Returns

Array JSClientInformation[]

Supported Clients

SmartClient,WebClient,NGClient

Sample

```
//Returns an array of JSClientInformation elements describing the clients connected to the server.
var clients = plugins.clientmanager.getConnectedClients();
application.output("There are " + clients.length + " connected clients.");
for (var i = 0; i < clients.length; i++)
	application.output("Client has clientId '" + clients[i].getClientID() + "' and has connected from host
'" + clients[i].getHostAddress() + "'.");
```

getLockedByClient(datasource, pks)

Get client that locked the record from a specific datasource or null if record is not locked.

Parameters

String datasource ;
Array pks ;

Returns

JSClientInformation Client information

Supported Clients

SmartClient,WebClient,NGClient

Sample

```
var client = plugins.clientmanager.getLockedByClient(foundset.getDataSource(),record.getPKs());
```

getLocks()

```
Get a dataset will all locks on the server. The dataset will have four columns: datasource, acquireDate,
clientId, pkHash.
	Each row in the dataset will be a lock.
```

Returns

JSDataSet

Supported Clients

SmartClient,WebClient,NGClient

Sample

```
var locks = plugins.clientmanager.getLocks();
```

isInMaintenanceMode()

Returns true if the server is in maintenance mode, false otherwise.

Returns

Boolean

Supported Clients

SmartClient,WebClient,NGClient

Sample

```
//Returns true if the server is in maintenance mode, false otherwise.
if (plugins.maintenance.isInMaintenanceMode())
        application.output("Server is in maintenance mode.");
else
        application.output("Server is not in maintenance mode.");
```

releaseLocks(clientId)

Release all locks acquired by a client

WARNING: use with care

Parameters

String clientId ;

Supported Clients

SmartClient,WebClient,NGClient

Sample

```

```

sendMessageToAllClients(message)

Sends a message to all connected clients.

Parameters

String message ;

Supported Clients

SmartClient,WebClient,NGClient

Sample

```
//Sends a message to all connected clients.
plugins.clientmanager.sendMessageToAllClients("Hello, all clients!");
```

sendMessageToClient(clientId, message)

Sends a message to a specific client, identified by its clientId. The clientIds are retrieved by calling the getConnectedClients method.

Parameters

String clientId ;
String message ;

Supported Clients

SmartClient,WebClient,NGClient

Sample

```
//Sends a message to a specific client, identified by its clientId. The clientIds are retrieved by calling the
getConnectedClients method.
var clients = plugins.clientmanager.getConnectedClients();
for (var i=0; i<clients.length; i++)
        plugins.clientmanager.sendMessageToClient(clients[i].getClientId(), "Hello, client " + clients[i].
getClientID() + "!");
```

shutDownAllClients()

Shuts down all connected clients. This method returns immediately, it does not wait until the client shuts down.

Supported Clients

SmartClient,WebClient,NGClient

Sample

```
//Shuts down all connected clients. This method returns immediately, it does not wait until the client shuts
down.
plugins.clientmanager.shutDownAllClients();
```

shutDownClient(clientId)

Shuts down a specific client, identified by its clientId. The clientIds are retrieved by calling the getConnectedClients method. This method returns immediately, it does not wait until the client shuts down.

Parameters

String clientId ;

Supported Clients

SmartClient,WebClient,NGClient

Sample

```
//Shuts down a specific client, identified by its clientId. The clientIds are retrieved by calling the
getConnectedClients method. This method returns immediately, it does not wait until the client shuts down.
var clients = plugins.clientmanager.getConnectedClients();
for (var i=0; i<clients.length; i++)
        plugins.clientmanager.shutDownClient(clients[i].getClientId());
```

shutDownClient(clientId, forceUnregister)

Shuts down a specific client, identified by its clientId. The clientIds are retrieved by calling the getConnectedClients method. This method returns immediately, it does not wait until the client shuts down. If forceUnregister is true, the client will unregister itself from server. Beware this should be used only if you are sure client is already closed (cannot connect anymore)

Parameters

String clientId ;
Boolean forceUnregister client is forced to unregister from server

Supported Clients

SmartClient,WebClient,NGClient

Sample

```
//Shuts down a specific client, identified by its clientId. The clientIds are retrieved by calling the
getConnectedClients method. This method returns immediately, it does not wait until the client shuts down.
var clients = plugins.clientmanager.getConnectedClients();
for (var i=0; i<clients.length; i++)
        plugins.clientmanager.shutDownClient(clients[i].getClientId());
```