

# Broadcaster



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## Supported Clients

SmartClient WebClient NGClient

## Methods Summary

void	<a href="#">broadcastMessage(message)</a>	Sends a message to the all other listeners of the channel of this broadcaster.
void	<a href="#">destroy()</a>	Destroyes and unregister the listener for this channel.
<a href="#">String</a>	<a href="#">getChannelName()</a>	get the channel name where this broadcaster listens and sends messages to.
<a href="#">String</a>	<a href="#">getName()</a>	Get the (nick) name for this broadcaster that will be send to other channel listeners.

## Methods Details

### **broadcastMessage(message)**

Sends a message to the all other listeners of the channel of this broadcaster.

#### Parameters

[String](#) message The message to send to the other users of this channel

#### Supported Clients

SmartClient,WebClient,NGClient

#### Sample

### **destroy()**

Destroyes and unregister the listener for this channel.

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#### Sample

### **getChannelName()**

get the channel name where this broadcaster listens and sends messages to.

#### Returns

[String](#) String

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SmartClient,WebClient,NGClient

#### Sample

### **getName()**

Get the (nick) name for this broadcaster that will be send to other channel listeners.

#### Returns

[String](#) String

#### Supported Clients

SmartClient,WebClient,NGClient

#### Sample