

Broadcaster



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Supported Clients

SmartClient WebClient NGClient

Methods Summary

void	broadcastMessage(message)	Sends a message to the all other listeners of the channel of this broadcaster.
void	destroy()	Destroyes and unregister the listener for this channel.
String	getChannelName()	get the channel name where this broadcaster listens and sends messages to.
String	getName()	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

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SmartClient,WebClient,NGClient

Sample