

Broadcaster

 Apr 18, 2024 23:59

Supported Clients

SmartClient WebClient NGClient

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

Supported Clients
SmartClient,WebClient,NGClient
Sample

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

Returns

String String

Supported Clients
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