

ASyAGyWdWESGStuff

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Long Polling

- Polling (obvious fail)
- Streaming HTTP (except for Esc)
- WebSockets (one day)
- Long Polling (... acceptable)

Realtime Dashboard

- Monitor server health
- Provide (near) instant feedback

Socket.IO

- NodeJS
- Server/Client Library
- Pocket.IO

Attempt #1

- JavaScript on the serverside
- It's ASync!
- Weird SSH stuff
- WebSocket
- SpiderWeb of jQuery

MOAR Libraries!

- Backbone
- CollectD
- D3.js

Attempt #2 (kinda)

- Backbone client/server side
- The <10 line sync system
- CollectD NodeJS module

Future Dev

- Open Source
- In-app configuration