

chat.js - code to handle chat in the room

This module encapsulates code which is responsible for room chat

1. Wrapper function

`createChat()` [code](#)

Encapsulates chat code inside the closure

```
const createChat = function(room, messages, input, sendButton) {  
  ...  
}
```

2. Local variables

[code](#)

Defines local variables - sfu constants and colours

```
const constants = SFU.constants;  
const chatSelfColour = "green";  
const chatTextColour = "black";  
const chatOtherColour = "red";  
const chatEventColour = "navy";
```

3. Subscribe to room events

[code](#)

Subscribe to room events that are related to chat functionality

```
room.on(constants.SFU_ROOM_EVENT.MESSAGE, function(e) {  
  appendMessage(e, chatOtherColour, chatTextColour);  
}).on(constants.SFU_ROOM_EVENT.JOINED, function(e) {  
  appendMessage({  
    nickName: e.name,  
    message: e.type  
  }, chatOtherColour, chatEventColour);  
}).on(constants.SFU_ROOM_EVENT.LEFT, function(e) {  
  appendMessage({  
    nickName: e.name,  
    message: e.type  
  });  
});
```

```
    }, chatOtherColour, chatEventColour);  
  });
```

SFU_ROOM_EVENT.MESSAGE

Subscribe to new message event. Once received display it in local chat

[code](#)

```
.on(constants.SFU_ROOM_EVENT.MESSAGE, function(e) {  
  appendMessage(e, chatOtherColour, chatTextColour);  
})
```

SFU_ROOM_EVENT.JOINED

Subscribe to new participant event. Once received display a special notification inside the local chat

[code](#)

```
.on(constants.SFU_ROOM_EVENT.JOINED, function(e) {  
  appendMessage({  
    nickName: e.name,  
    message: e.type  
  }, chatOtherColour, chatEventColour);  
})
```

SFU_ROOM_EVENT.LEFT

Subscribe to participant left event. Once received display a special notification inside the local chat

[code](#)

```
.on(constants.SFU_ROOM_EVENT.LEFT, function(e) {  
  appendMessage({  
    nickName: e.name,  
    message: e.type  
  }, chatOtherColour, chatEventColour);  
});
```

4. Send message to other participants

`sendMessage()` [code](#)

Define the `sendMessage` function which will be responsible for parsing input, sending it to server and displaying it in the local chat as a message

Note that messages is sent using WebRTC data channels

```
const sendMessage = function() {
  let message = input.value;
  input.value = "";
  room.sendMessage(message);
  appendMessage({
    nickName: nickName.value,
    message: message
  }, chatSelfColour, chatTextColour);
}
```

Tie `Send` button to `sendMessage` function

code

```
sendButton.addEventListener("click", sendMessage);
```

Give ability to send message by pressing `Enter`

code

```
input.onkeyup = function(e) {
  if (e.keyCode === 13) {
    if (e.shiftKey) {

    } else {
      sendMessage();
    }
    return false;
  }
}
```

5. Display chat messages locally

Define function that will take care of formatting and displaying messages in local chat

code

```
const appendMessage = function(msg, nickColour, msgColour) {
  let message = document.createElement('div');
  message.setAttribute("class", "message");
  messages.appendChild(message);
  let nickDiv = document.createElement('div');
  nickDiv.style.color = nickColour;
  nickDiv.innerText = getChatTimestamp() + " " + msg.nickName + ":";
  message.appendChild(nickDiv);
  let msgDiv = document.createElement('div');
```

```
msgDiv.style.color = msgColour;
msgDiv.innerText = msg.message;
message.appendChild(msgDiv);
scrollToBottom();
}
```

Scroll to bottom helper

code

```
const scrollToBottom = function() {
  messages.scrollTop = messages.scrollHeight;
}
```

Timestamp helper

code

```
const getChatTimestamp = function() {
  let currentdate = new Date();
  return currentdate.getHours() + ":" + currentdate.getMinutes() + ":" +
  currentdate.getSeconds();
}
```