
Tornadose Documentation

Release 0.4.0

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1	Installation	3
2	Usage	5
3	Contributing	7
4	See also	9
5	License	11
6	Contents	13
6.1	Data storage and publishing	13
6.2	Request handlers	13
6.3	Changelog	13

An implementation of the publish/subscribe pattern for the [Tornado](#) web server.

Installation

Tornadose is on PyPI:

```
$ pip install tornadose
```

This will grab the latest official release. Alternatively, or for development, you can clone the repository and install it manually:

```
$ git clone https://github.com/mivade/tornadose.git
$ cd tornadose
$ pip install -e .
```

Usage

A simple example of using server-sent events (a.k.a. EventSource):

```
import random
from tornado.ioloop import IOLoop, PeriodicCallback
from tornado.web import Application
from tornadose.handlers import EventSource
from tornadose.stores import DataStore

store = DataStore()

app = Application(
    [(r'/', EventSource, {'store': store})],
    debug=True)
app.listen(9000)

loop = IOLoop.instance()
PeriodicCallback(lambda: store.submit(random.random()), 1000).start()
loop.start()
```

To monitor the stream with `curl`:

```
$ curl http://localhost:9000
```

or with `HTTPIe`:

```
$ http -S get localhost:9000
```

Additional demos can be found in the `demos` directory.

Contributing

Contributions, complaints, criticisms, and whatever else are welcome. The source code and issue tracker can be found on [GitHub](#).

See also

Some other implementations of server-sent events with Tornado include:

- [tornado-sse](#)
- [tornado-eventsource](#)

License

Tornadose is freely available under the terms of the MIT license. See `LICENSE` for details.

Contents

6.1 Data storage and publishing

In order to publish data to listeners, Tornadose utilizes a data store concept in which subscribers listen to a data store to receive updates.

6.2 Request handlers

Tornadose defines handlers for using the [EventSource](#) interface or [WebSockets](#). For other handlers, the `BaseHandler` class is provided.

6.3 Changelog

6.3.1 Version 0.4.0

2016-05-28

- Added a Redis-backed data store. This allows for cross-application publishing since anything can publish to the channel the store is listening to.

6.3.2 Version 0.3.0

2015-12-08

- Improve performance by always using a Queue for message handling.

6.3.3 Version 0.2.2

2015-10-21

- Fix bug that printed out all messages sent with websocket subscribers which was originally present for debugging purposes.

6.3.4 Version 0.2.1

2015-10-17

- Subscription handlers automatically get registered with stores. This simplifies creating custom handlers.

6.3.5 Version 0.2.0

2015-10-11

- Reworks stores and handlers (backwards incompatible!).
- Adds a new queue-based `QueueStore` store.
- Implements a websocket-based subscriber to supplement `EventSource`.
- Begins to add unit testing.

6.3.6 Version 0.1.2

2015-09-20

- Defines an `EventSource` request handler and a `DataStore` object for using server-sent events with Tornado.