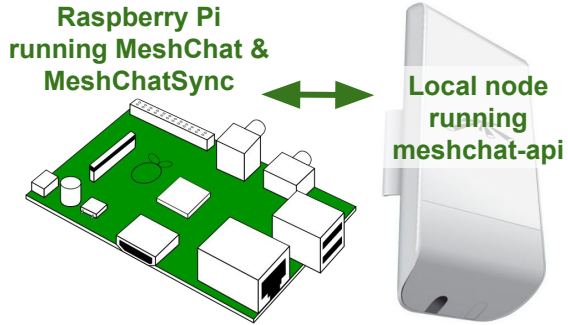
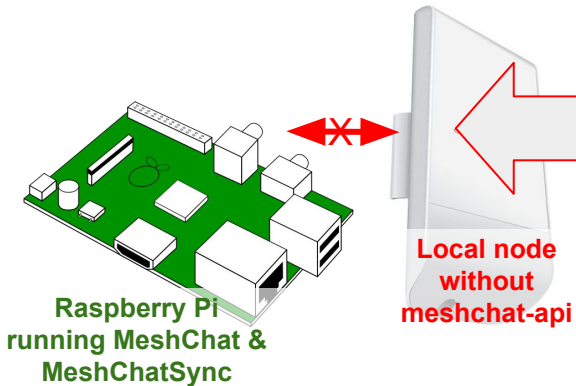


How MeshChatSync Works



1. The Rpi's MeshChatSync program asks its localnode's meshchat-api for a list of remote devices running MeshChat with a Service name that matches the one defined in its own local Service entry.
2. The Rpi then retrieves the message databases directly from those remote nodes and merges them with its own database.
3. When a user logs into that localnode's MeshChat service they will be directed to the hostname:port that's defined in the localnode's Service entry. Be sure your port forwarding rules allow connections to that hostname:port. If they don't, either change the port in the Service definition or change the port forwarding rule.



1. If the localnode's meshchat-api package is not installed, then the Rpi's MeshChatSync program cannot get the list of remote devices with which to sync.
2. However, users can still login to the Rpi's MeshChat webpage and they can still post messages to its local database.
3. Also, remote MeshChat devices can still query this Rpi for its message database. But that message history will be out of sync or stale until the meshchat-api is available so the Rpi can get updates from the other nodes.

