

# Microsoft.AspNet.SignalR.JS

August 18, 2026

## Microsoft.AspNet.SignalR.JS

**Kind:** Service

**Source:** Pams/Web/Pams.Web/Pams.Web.csproj (line 1)

**Part of:** Pams

NuGet package dependency

Microsoft.AspNet.SignalR.JS provides the JavaScript client assets for ASP.NET SignalR in the Pams web application. It enables browser code to connect to SignalR hubs exposed by the server, receive server events, and invoke hub methods.

## Diagram

```
sequenceDiagram
    participant Browser
    participant SignalRClient as Microsoft.AspNet.SignalR.JS
    participant SignalRServer as ASP.NET SignalR Hub

    Browser->>SignalRClient: Load /signalr/hubs
    SignalRClient->>SignalRServer: Start connection
    SignalRServer-->>SignalRClient: Connection established
    SignalRClient->>SignalRServer: Invoke hub method
    SignalRServer-->>SignalRClient: Send client event
    SignalRClient-->>Browser: Run registered callback
```

## Usage

```
// Load jQuery, jquery.signalR, and the generated /signalr/hubs script first.

const notifications = $.connection.notificationsHub;

notifications.client.receiveNotification = function (message) {
    console.log("Notification received:", message);
};
```

```
$.connection.hub.start()
  .done(function () {
    notifications.server.subscribe();
  })
  .fail(function (error) {
    console.error("SignalR connection failed:", error);
  });
```

## AI Coding Instructions

- Keep the `Microsoft.AspNet.SignalR.JS` package reference aligned with the server-side ASP.NET SignalR package version.
- Load the generated `/signalr/hubs` script after jQuery and the SignalR client script.
- Register `hub.client` callbacks before calling `$.connection.hub.start()`.
- Call server hub methods through `hub.server` only after the SignalR connection has started.

## Used by

1 reference from 1 file. Each is a place in this repository where the symbol is actually used — go read one rather than trusting an example.

### Injected or called by (1)

- `Pams.Web` — `Pams/Web/Pams.Web/Pams.Web.csproj` :1