

Version: 4.x[On this page](#)

Client Installation

Version compatibility

Here is the compatibility table between the server and the JS client:

JS Client version	Socket.IO server version			
	1.x	2.x	3.x	4.x
1.x	YES	NO	NO	NO
2.x	NO	YES	YES ¹	YES ¹
3.x	NO	NO	YES	YES
4.x	NO	NO	YES	YES

[1] Yes, with `allowEIO3: true`

Please check the associated migration guides:

- [v2 to v3](#)
- [v3 to v4](#)

Browser support

Socket.IO does support IE9 and above. IE 6/7/8 are not supported anymore.

Browser compatibility is tested thanks to the awesome Sauce Labs platform:

Android	Firefox	Chrome	IE	iPad	iPhone	Edge	Safari
5.1 * ✓	78 8.1 ✓	84 10.10 ✓	9 7 ✓	12 u ✓	12 u ✓	83 10 ✓	13 u ✓
6.0 * ✓			10 8 ✓	13 u ✓	13 u ✓		
			11 10 ✓	13 u ✓	13 u ✓		

TESTING POWERED BY SAUCE LABS

Latest releases

- 4.5.4 (Nov 2022): [GitHub release](#) / [diff](#) / [npm](#)
- 4.5.3 (Oct 2022): [GitHub release](#) / [diff](#) / [npm](#)
- 4.5.2 (Sep 2022): [GitHub release](#) / [diff](#) / [npm](#)
- 4.5.1 (May 2022): [GitHub release](#) / [diff](#) / [npm](#)
- 4.5.0 (Apr 2022): [GitHub release](#) / [diff](#) / [npm](#)
- 4.4.1 (Jan 2022): [GitHub release](#) / [diff](#) / [npm](#)
- 4.4.0 (Nov 2021): [GitHub release](#) / [diff](#) / [npm](#)
- 4.3.2 (Nov 2021): [GitHub release](#) / [diff](#) / [npm](#)
- 4.3.1 (Oct 2021): [GitHub release](#) / [diff](#) / [npm](#)
- 4.3.0 (Oct 2021): [GitHub release](#) / [diff](#) / [npm](#)
- 4.2.0 (Aug 2021): [GitHub release](#) / [diff](#) / [npm](#)

Installation

Standalone build

By default, the Socket.IO server exposes a client bundle at `/socket.io/socket.io.js`.

`io` will be registered as a global variable:

```
<script src="/socket.io/socket.io.js"></script>
<script>
  const socket = io();
</script>
```

If you don't need this (see other options below), you can disable the functionality on the server side:

```
const { Server } = require("socket.io");

const io = new Server({
  serveClient: false
});
```

From a CDN

You can also include the client bundle from a CDN:

```
<script src="https://cdn.socket.io/4.5.4/socket.io.min.js"
integrity="sha384-/KNQL8Nu5gCHLqwqfQjA689Hhoqgi2S84SNUxC3roTe4EhJ9AfLkp8QiQcU8AM
crossorigin="anonymous"></script>
```

Socket.IO is also available from other CDN:

- cdnjs: <https://cdnjs.cloudflare.com/ajax/libs/socket.io/4.5.4/socket.io.min.js>
- jsDelivr: <https://cdn.jsdelivr.net/npm/socket.io-client@4.5.4/dist/socket.io.min.js>
- unpkg: <https://unpkg.com/socket.io-client@4.5.4/dist/socket.io.min.js>

There are several bundles available:

Name	Size	Description
socket.io.js	34.7 kB gzip	Unminified version, with <code>debug</code>
socket.io.min.js	14.7 kB min+gzip	Production version, without <code>debug</code>
socket.io.msgpack.min.js	15.3 kB min+gzip	Production version, without <code>debug</code> and with the <code>msgpack</code> parser

The `debug` package allows to print debug information to the console. You can find more information [here](#).

During development, we recommend using the `socket.io.js` bundle. By setting `localStorage.debug = 'socket.io-client:socket'`, any event received by the client will be printed to the console.

For production, please use the `socket.io.min.js` bundle, which is an optimized build excluding the debug package.

From NPM

The Socket.IO client is compatible with bundlers like [webpack](#) or [browserify](#).

[NPM](#) [Yarn](#) [pnpm](#)

```
npm install socket.io-client
```

The client can also be run from Node.js.

Note: for the reasons cited above, you may want to exclude debug from your browser bundle. With webpack, you can use [webpack-remove-debug](#).

Note for TypeScript users: the types are now included in the `socket.io-client` package and thus the types from `@types/socket.io-client` are not needed anymore and may in fact cause errors:

```
Object literal may only specify known properties, and 'extraHeaders' does not exist in type 'ConnectOpts'
```

Miscellaneous

Dependency tree

A basic installation of the client includes 10 packages:

```
└── socket.io-client@4.5.0
    ├── @socket.io/component-emitter@3.1.0
    ├── debug@4.3.4
    │   └── ms@2.1.2
    ├── engine.io-client@6.2.1
    │   ├── @socket.io/component-emitter@3.1.0 deduped
    │   ├── debug@4.3.4 deduped
    │   └── engine.io-parser@5.0.3
```

```

    |   └── @socket.io/base64-arraybuffer@1.0.2
    |   └── ws@8.2.3
    |       ├── UNMET OPTIONAL DEPENDENCY bufferutil@^4.0.1
    |       └── UNMET OPTIONAL DEPENDENCY utf-8-validate@^5.0.2
    └── xmlhttprequest-ssl@2.0.0
    └── socket.io-parser@4.2.0
        ├── @socket.io/component-emitter@3.1.0 deduped
        └── debug@4.3.4 deduped

```

Transitive versions

The `engine.io-client` package brings the engine that is responsible for managing the low-level connections (HTTP long-polling or WebSocket). See also: [How it works](#)

<code>socket.io-client</code> version	<code>engine.io-client</code> version	<code>ws</code> version ¹
4.5.x	6.2.x	8.2.x
4.4.x	6.1.x	8.2.x
4.3.x	6.0.x	8.2.x
4.2.x	5.2.x	7.4.x
4.1.x	5.1.x	7.4.x
4.0.x	5.0.x	7.4.x
3.1.x	4.1.x	7.4.x
3.0.x	4.0.x	7.4.x
2.4.x	3.5.x	7.4.x

[1] for Node.js users only. In the browser, the native WebSocket API is used.

 [Edit this page](#)

Last updated on 12/19/2022