

Ping

REQUEST `wss://ws.kraken.com/v2` `ping`

Clients can ping the server to verify connection is alive and the server will respond with a `pong`.

This is an application level ping, distinct from the protocol-level ping in the WebSockets standard.

Request

Request Schema Example

MESSAGE BODY

<code>method</code>	<code>string</code>	REQUIRED
Value:	<code>ping</code>	
<code>req_id</code>	<code>integer</code>	
Optional client originated request identifier sent as acknowledgment in the response.		

Response

Response Schema Response Schema

MESSAGE BODY

<code>method</code>	<code>string</code>	
Value:	<code>pong</code>	
<code>result</code>	<code>object</code>	CONDITIONAL
Condition: On successful requests only		
<code>warnings</code>	<code>array of strings</code>	
An advisory message, highlighting deprecated fields or upcoming changes to the request.		
<code>error</code>	<code>string</code>	CONDITIONAL
Condition: On unsuccessful requests only		

The error message for a rejected request.

— **success** boolean

Possible values: [`true`, `false`]

Indicates if the request was successfully processed by the engine.

— **req_id** integer

Optional client originated request identifier sent as acknowledgment in the response.

— **time_in** string

Format: RFC3339

Example: 2022-12-25T09:30:59.123456Z

The timestamp when the request was received on the wire, just prior to parsing data.

— **time_out** string

Format: RFC3339

Example: 2022-12-25T09:30:59.123456Z

The timestamp when the response was sent on the wire, just prior to transmitting data.