

Errors

Undici exposes a variety of error objects that you can use to enhance your error handling. You can find all the error objects inside the `errors` key.

```
import { errors } from 'undici'
```

Error	Error Codes	Description
<code>InvalidArgumentError</code>	<code>UND_ERR_INVALID_ARG</code>	passed an invalid argument.
<code>InvalidReturnValueError</code>	<code>UND_ERR_INVALID_RETURN_VALUE</code>	returned an invalid value.
<code>RequestAbortedError</code>	<code>UND_ERR_ABORTED</code>	the request has been aborted by the user
<code>ClientDestroyedError</code>	<code>UND_ERR_DESTROYED</code>	trying to use a destroyed client.
<code>ClientClosedError</code>	<code>UND_ERR_CLOSED</code>	trying to use a closed client.
<code>SocketError</code>	<code>UND_ERR_SOCKET</code>	there is an error with the socket.
<code>NotSupportedError</code>	<code>UND_ERR_NOT_SUPPORTED</code>	encountered unsupported functionality.
<code>RequestContentLengthMismatchError</code>	<code>UND_ERR_REQ_CONTENT_LENGTH_MISMATCH</code>	request body does not match content-length header
<code>ResponseContentLengthMismatchError</code>	<code>UND_ERR_RES_CONTENT_LENGTH_MISMATCH</code>	response body does not match content-length header
<code>InformationalError</code>	<code>UND_ERR_INFO</code>	expected error with reason
<code>TrailerMismatchError</code>	<code>UND_ERR_TRAILER_MISMATCH</code>	trailers did not match specification

SocketError

The `SocketError` has a `.socket` property which holds socket metadata:

```
interface SocketInfo {  
  localAddress?: string  
  localPort?: number  
  remoteAddress?: string  
  remotePort?: number  
  remoteFamily?: string
```

```
    timeout?: number  
    bytesWritten?: number  
    bytesRead?: number  
  }
```

Be aware that in some cases the `.socket` property can be `null`.