## **Agent**

Extends: undici.Dispatcher

Agent allow dispatching requests against multiple different origins.

Requests are not guaranteed to be dispatched in order of invocation.

## new undici.Agent([options])

Arguments:

• options AgentOptions (optional)

Returns: Agent

Parameter: AgentOptions

Extends: ClientOptions

- factory (origin: URL, opts: Object) => Dispatcher Default: (origin, opts) => new Pool(origin, opts)
- maxRedirections Integer Default: 0 . The number of HTTP redirection to follow unless otherwise specified in <code>DispatchOptions</code> .

## **Instance Properties**

Agent.closed

Implements Client.closed

Agent.destroyed

Implements Client.destroyed

## **Instance Methods**

```
Agent.close([callback])
```

Implements Dispatcher.close([callback]) .

Agent.destroy([error, callback])

Implements Dispatcher.destroy([error, callback]) .

Agent.dispatch(options, handler: AgentDispatchOptions)

Implements Dispatcher.dispatch(options, handler) .

Parameter: AgentDispatchOptions

Extends: DispatchOptions

• origin string | URL

```
maxRedirections Integer .

Implements Dispatcher.destroy([error, callback]) .

Agent.connect(options[, callback]) .

See Dispatcher.connect(options[, callback]) .

Agent.dispatch(options, handler)

Implements Dispatcher.dispatch(options, handler) .

Agent.pipeline(options, handler)

See Dispatcher.pipeline(options, handler) .

Agent.request(options[, callback]) .

Agent.stream(options, factory[, callback]) .

Agent.stream(options, factory[, callback]) .

Agent.upgrade(options[, callback]) .

See Dispatcher.stream(options, factory[, callback]) .
```