

Version: 4.x

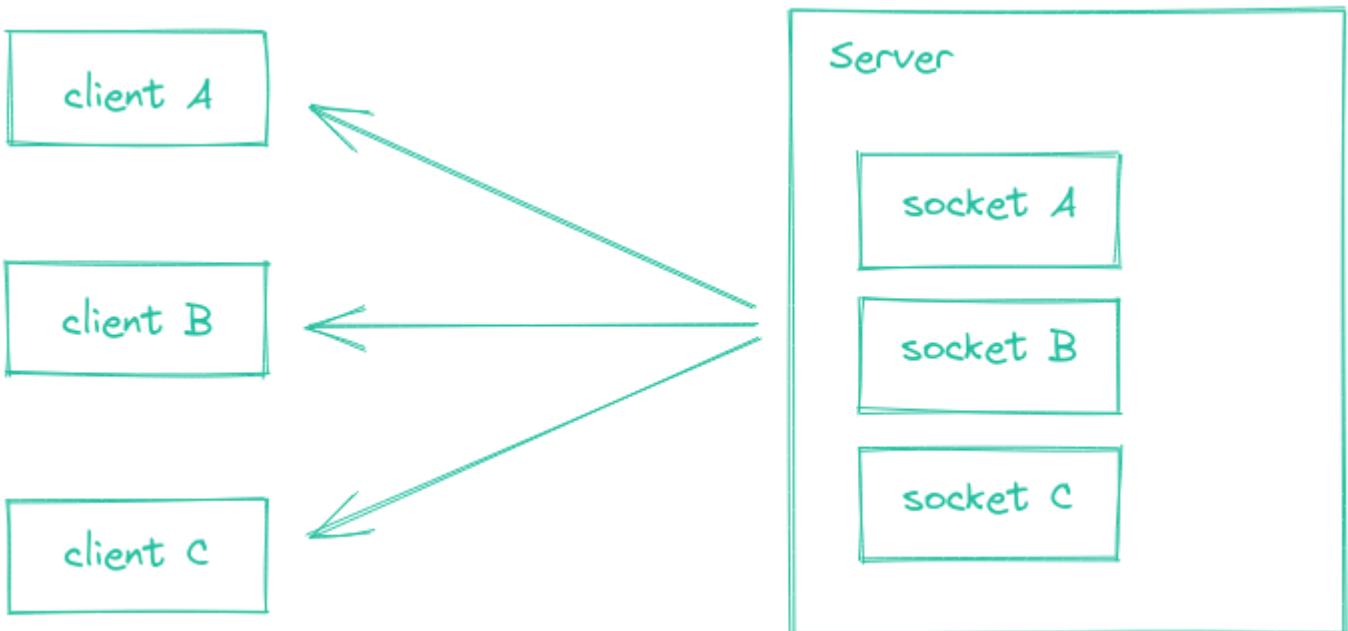
Broadcasting events

Socket.IO makes it easy to send events to all the connected clients.

**INFO**

Please note that broadcasting is a **server-only** feature.

To all connected clients

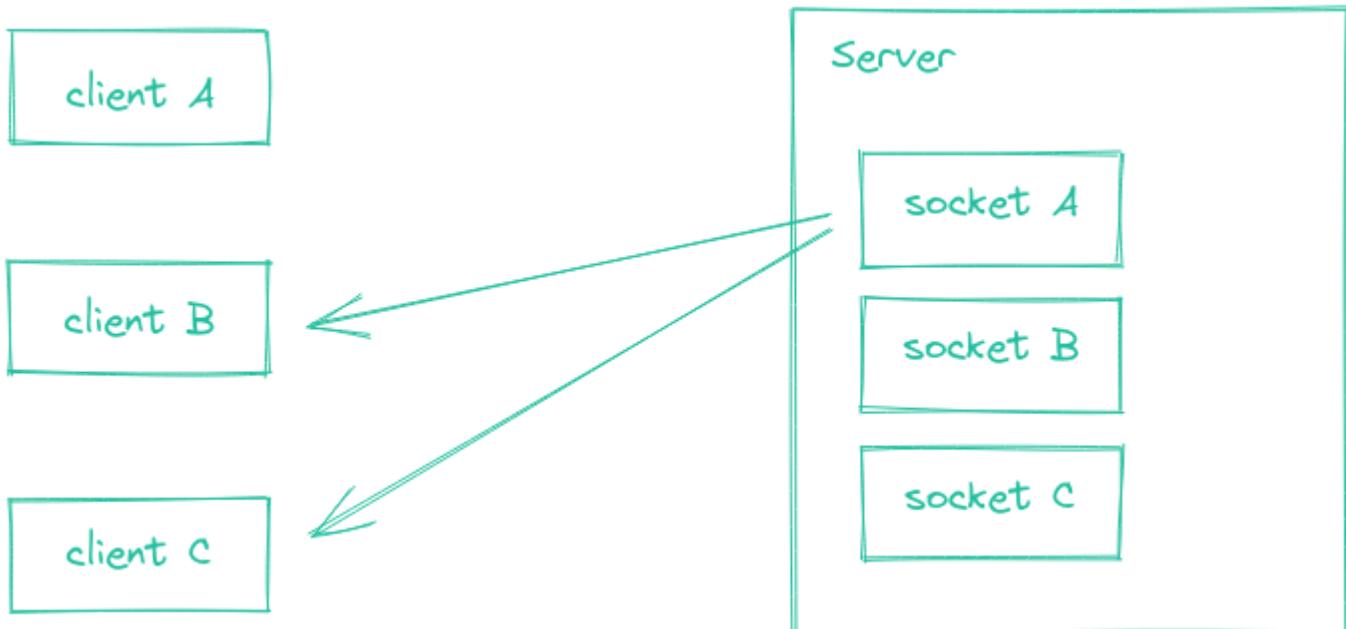


```
io.emit("hello", "world");
```

**CAUTION**

Clients that are currently disconnected (or in the process of reconnecting) won't receive the event. Storing this event somewhere (in a database, for example) is up to you, depending on your use case.

To all connected clients except the sender



```
io.on("connection", (socket) => {
  socket.broadcast.emit("hello", "world");
});
```

NOTE

In the example above, using `socket.emit("hello", "world")` (without `broadcast` flag) would send the event to "client A". You can find the list of all the ways to send an event in the [cheatsheet](#).

With acknowledgements

Starting with Socket.IO 4.5.0, you can now broadcast an event to multiple clients and expect an acknowledgement from each one of them:

```
io.timeout(5000).emit("hello", "world", (err, responses) => {
  if (err) {
    // some clients did not acknowledge the event in the given delay
  } else {
    console.log(responses); // one response per client
  }
});
```

All broadcasting forms are supported:

- in a room

```
io.to("room123").timeout(5000).emit("hello", "world", (err, responses) => {
  // ...
});
```

- from a specific `socket`

```
socket.broadcast.timeout(5000).emit("hello", "world", (err, responses) => {
  // ...
});
```

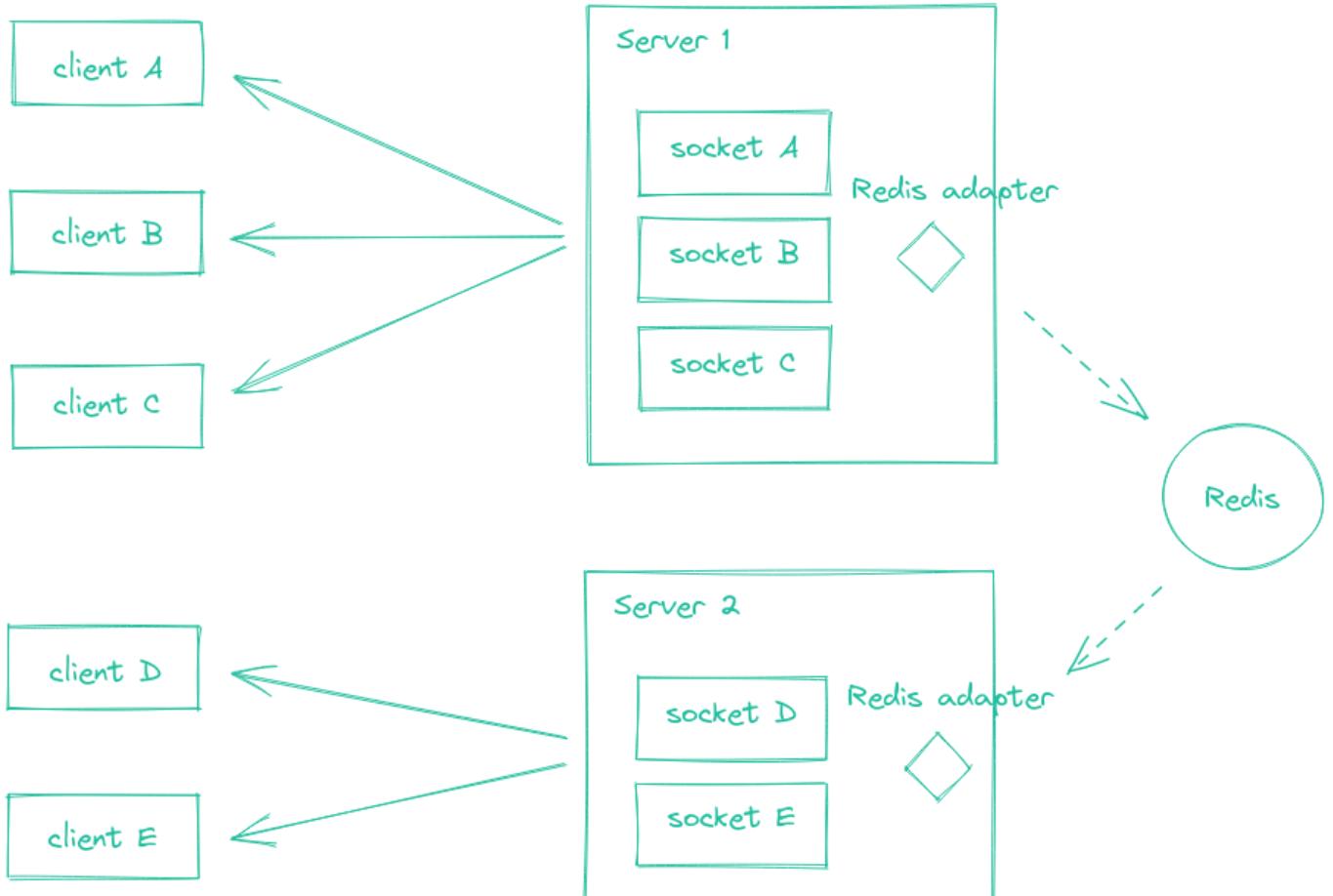
- in a namespace

```
io.of("/the-namespace").timeout(5000).emit("hello", "world", (err, responses)
=> {
  // ...
});
```

With multiple Socket.IO servers

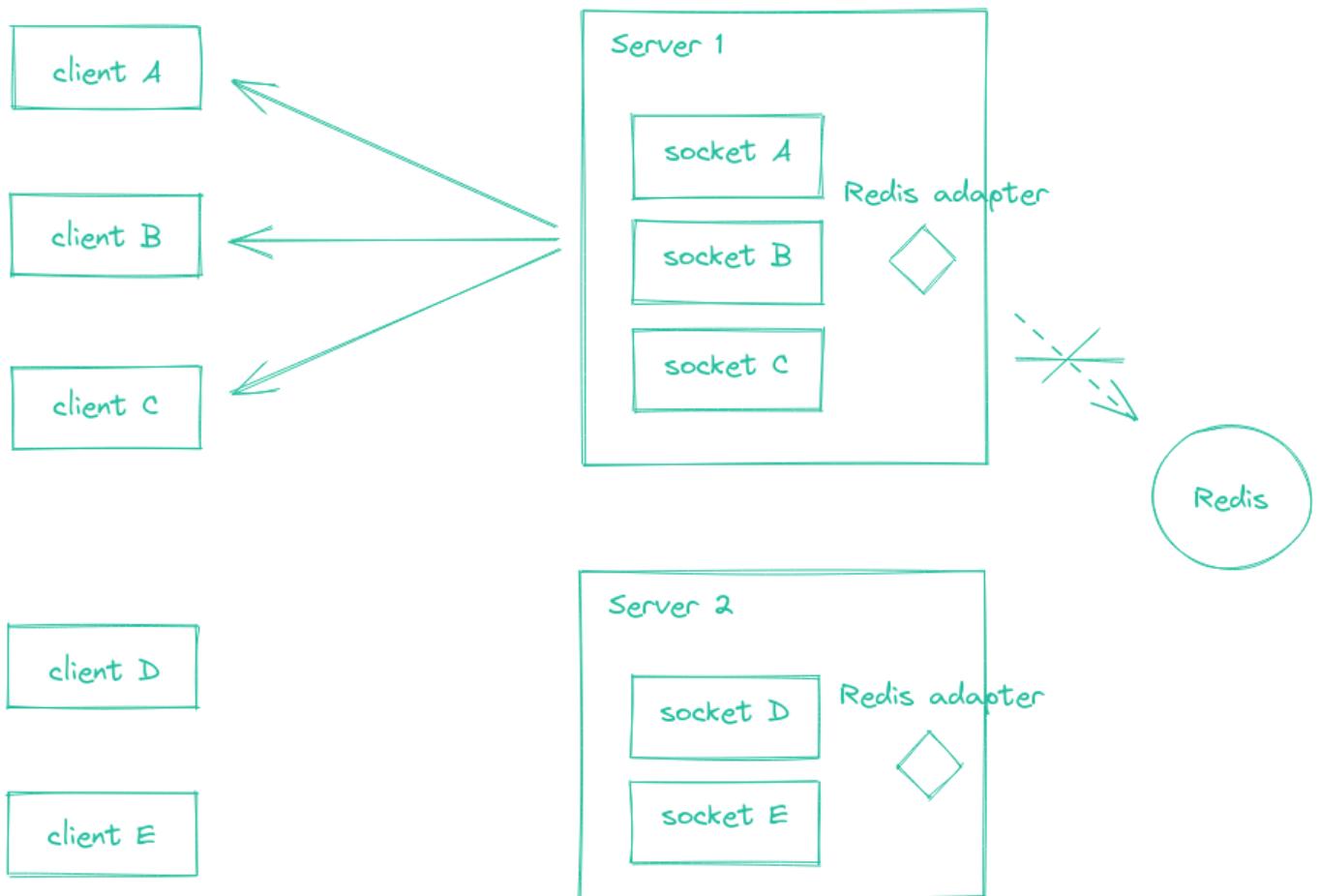
Broadcasting also works with multiple Socket.IO servers.

You just need to replace the default adapter by the [Redis Adapter](#) or another [compatible adapter](#).



In certain cases, you may want to only broadcast to clients that are connected to the current server. You can achieve this with the `local` flag:

```
io.local.emit("hello", "world");
```



In order to target specific clients when broadcasting, please see the documentation about [Rooms](#).

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Last updated on Aug 22, 2025