



Client



Installation

Version: 4.x

Client Installation

! INFO

The latest release is currently `4.8.1`, released in October 2024.

You can find the release notes [here](#).

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	 iPhone	 Edge	 Safari
13  * ✓	117  11 ✓	117  11 ✓	10  7 ✓	16  12 ✓	116  11 ✓	16  12 ✓
						 Testing powered by SauceLabs

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/4.8.1/socket.io.min.js" integrity="sha384-
mkQ3/7FUtcGyoppY6bz/PORYoGq017/aSUMn2ymDOJcapfS6PHqxhRTMh1RR0Q6+"
crossorigin="anonymous"></script>
```

Socket.IO is also available from other CDN:

- cdnjs: <https://cdnjs.cloudflare.com/ajax/libs/socket.io/4.8.1/socket.io.min.js>
- jsDelivr: <https://cdn.jsdelivr.net/npm/socket.io-client@4.8.1/dist/socket.io.min.js>
- unpkg: <https://unpkg.com/socket.io-client@4.8.1/dist/socket.io.min.js>

There are several bundles available:

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

```
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 **9** packages, of which **5** are maintained by our team:

```
├─ socket.io-client@4.8.1
│  ├── @socket.io/component-emitter@3.1.2
│  │  ├── debug@4.3.7
│  │  │  └─ ms@2.1.3
│  │  └─ engine.io-client@6.6.3
│  │     ├── @socket.io/component-emitter@3.1.2 deduped
│  │     ├── debug@4.3.7 deduped
│  │     ├── engine.io-parser@5.2.3
│  │     ├── ws@8.17.1
│  │     │  ├── UNMET OPTIONAL DEPENDENCY bufferutil@^4.0.1
│  │     │  └─ UNMET OPTIONAL DEPENDENCY utf-8-validate@>=5.0.2
│  │     └─ xmlhttprequest-ssl@2.1.2
│  └─ socket.io-parser@4.2.4
│     ├── @socket.io/component-emitter@3.1.2 deduped
│     └─ debug@4.3.7 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](#)

socket.io-client version	engine.io-client version	ws version ¹
4.8.x	6.6.x	8.17.x
4.7.x	6.5.x	8.17.x
4.6.x	6.4.x	8.11.x
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
2.5.x	3.5.x	7.5.x
2.4.x	3.5.x	7.5.x

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

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