

entities

Encode & decode HTML & XML entities with ease & speed.

Features

😊 Tried and true: `entities` is used by many popular libraries; eg. [htmlparser2](#), the official [AWS SDK](#) and [commonmark](#) use it to process HTML entities.

⚡ Fast: `entities` is the fastest library for decoding HTML entities (as of April 2022); see [performance](#).

❓ Configurable: Get an output tailored for your needs. You are fine with UTF8? That'll save you some bytes. Prefer to only have ASCII characters? We can do that as well!

How to...

...install `entities`

```
npm install entities
```

...use entities

```
const entities = require("entities");

// Encoding
entities.escapeUTF8("&#38; u"); //
"&#38; u"
entities.encodeXML("&#38; u"); //
"&#38; &#xFC; u"
entities.encodeHTML("&#38; u"); //
"&#38;&num;38&semi; &numl; u"

// Decoding
entities.decodeXML("&sd& &#xFF;
&#xFC; &apos;"); // "&sd& & y u"
entities.decodeHTML("&sd& & y u
&numl; &apos;"); // "&sd& & y u"
```

Performance

This is how entities compares to other libraries on a very basic benchmark (see scripts/benchmark.ts, for 10,000,000 iterations; lower is better):

Library	Version	decode	encode	escape
entities	3.0.1	1.418s	6.786s	2.196s
html-entities	2.3.2	2.530s	6.829s	2.415s

Library	Version	decode perf	encode perf	escape perf
he	1.2.0	5.800s	24.237s	3.624s
parse-entities	3.0.0	9.660s	N/A	N/A

FAQ

What methods should I actually use to encode my documents?

If your target supports UTF-8, the `escapeUTF8` method is going to be your best choice. Otherwise, use either `encodeHTML` or `encodeXML` based on whether you're dealing with an HTML or an XML document.

You can have a look at the options for the `encode` and `decode` methods to see everything you can configure.

When should I use strict decoding?

When strict decoding, entities not terminated with a semicolon will be ignored. This is helpful for decoding entities in legacy environments.

Why should I use entities instead of alternative modules?

As of April 2022, entities is a bit faster than other modules. Still, this is not a very differentiated space and other modules can catch up.

More importantly, you might already have entities in your dependency graph (as a dependency of eg. cheerio, or htmlparser2), and including it directly might not even increase your bundle size. The same is true for other entity libraries, so have a look through your node_modules directory!

Does entities support tree shaking?

Yes! entities ships as both a CommonsJS and a ES module. Note that for best results, you should not use the encode and decode functions, as they wrap around a number of other functions, all of which will remain in the bundle. Instead, use the functions that you need directly.

Acknowledgements

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- [@mathiasbynens](#) for his explanations about character encodings, and his library he, which was one of the inspirations for entities
- [@mikulin](#) for his work on optimized tries for decoding HTML entities for the parse5 project

- [@mdevils](#) for taking on the challenge of producing a quick entity library with his html-entities library. entities would be quite a bit slower if there wasn't any competition. Right now entities is on top, but we'll see how long that lasts!

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entities for enterprise

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