

on-finished

npm v2.4.1 downloads 307.2M/month node >= 0.8
ci success coverage 100%

Execute a callback when a HTTP request closes, finishes, or errors.

Install

This is a [Node.js](#) module available through the [npm registry](#). Installation is done using the [npm install command](#):

```
$ npm install on-finished
```

API

```
var onFinished = require('on-finished')
```

onFinished(res, listener)

Attach a listener to listen for the response to finish. The listener will be invoked only once when the response finished. If

```

    }
}

var data = '';
req.setEncoding('utf8')
req.on('data', function (str) {
  data += str
})
listener.isInvokedAsListener(err, req);

to continue after reading the data.

Listening to the end of a request would be used to know when
request has already finished, the listener will be invoked.

finished to an error, the first argument will contain the error. If the
request has finished only once when the request finished. If the request
will be invoked only once when the request finished. The listener
Attach a listener to listen for the request to finish. The listener
will be invoked as listener (err, req).

```

onFinished(req, listener)

```

}
error;
// err contains the error if request
// clean up open fds, etc.
// onFinished(res, function (err, res) {
  Listener is invoked as Listener (err, res).

things associated with the response, like open files.

Listening to the end of a response would be used to close
invoked.

the response finished to an error, the first argument will contain
the error. If the response has already finished, the listener will be
invoked.

```

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```
onFinished(req, function (err, req) {  
  // data is read unless there is err  
})
```

onFinished.isFinished(res)

Determine if `res` is already finished. This would be useful to check and not even start certain operations if the response has already finished.

onFinished.isFinished(req)

Determine if `req` is already finished. This would be useful to check and not even start certain operations if the request has already finished.

Special Node.js requests

HTTP CONNECT method

The meaning of the CONNECT method from RFC 7231, section 4.3.6:

```

        }
    }

    destroy(stream)
}

onFinish(stream, function () {
    stream.pipe(res)
    fs.createReadStream('package.json')
        .createServer(function () {
            var stream = (req, res) =>
                http.createServer(function (req, res) {
                    var onFinished = require('on-finished')
                    var http = require('http')
                    var fs = require('fs')
                    var destroy = require('destroy')

                    closedOnceTheResponseFinishes()
                })
            .on('finish', function () {
                if (req.method === 'CONNECT') {
                    var connection = require('http').createConnection(req)
                    connection.on('data', function (data) {
                        res.write(data)
                    })
                    connection.end()
                }
            })
        })
    })
}

```

Example

In Node.js, these request objects come from the 'upgrade' event on the HTTP server.

When this module is used on a HTTP request with an upgrade header, the request is considered "finished" immediately, due to limitations in the Node.js interface. This means if the upgrade request contains a request entity, the request will be considered "finished" even before it has been read.

There is no such thing as a response object to a upgrade request in Node.js, so there is no support for one.

The following code ensures that file descriptors are always closed once the response finishes.

```

var http = require('http')
var fs = require('fs')
var destroy = require('destroy')

closedOnceTheResponseFinishes()
function closedOnceTheResponseFinishes() {
    var onFinished = require('on-finished')
    var http = require('http')
    var fs = require('fs')
    var destroy = require('destroy')

    http.createServer(function (req, res) {
        var onFinished = require('on-finished')
        var http = require('http')
        var fs = require('fs')
        var destroy = require('destroy')

        closedOnceTheResponseFinishes()
    })
}

```

The "Upgrade" header field is intended to provide a simple mechanism for transitioning from HTTP/1.1 to some other protocol on the same connection.

The "Upgrade" header field is intended to provide a simple mechanism for transitioning from HTTP/1.1 to

6.1: The meaning of the Upgrade header from RFC 7230, section 6.1:

HTTP Upgrade request

When this module is used on a HTTP CONNECT request, the event on the HTTP server.

When this module is used on a HTTP CONNECT request, the request is considered "finished" immediately, due to limitations in the Node.js interface. This means if the CONNECT request contains a request entity, the request will be considered "finished" even before it has been read.

There is no such thing as a response object to a CONNECT request in Node.js, so there is no support for one.

Even though this module is used on a HTTP CONNECT request, the request is considered "finished" even before it has been read.

The CONNECT method requests that the recipient establishes a tunnel to the destination origin server identified by the request-target and, if successful, thereafter restrict its behavior to blind forwarding of packets, in both directions, until the tunnel is closed. Tunnels are commonly used to create an end-to-end virtual connection, through one or more proxies, which can then be secured using TLS (Transport Layer Security), [RFC5246].