[**socket.io**](http://socket.io/)

[#](http://socket.io/docs/client-api/#client-api)Client API

[#](http://socket.io/docs/client-api/#io(url:string,-opts:object):socket)IO(url:String, opts:Object):Socket

Exposed as the io global in window if using the standalone build (eg: /socket.io/socket.io.js or the CDN), or the result of calling require('socket.io-client').

When called, **it creates a new Manager** for the given URL, and attempts  
to reuse an existing Manager for subsequent calls, unless the  
multiplex option is passed with false. Passing this option is the equivalent of passing 'force new connection': true.

The rest of the options are passed to the Manager constructor (see below  
for details).

A Socket instance is returned for the namespace specified by the  
pathname in the URL, defaulting to /. For example, if the url is  
http://localhost/users, a transport connection will be established to  
http://localhost and a Socket.IO connection will be established to  
/users.

[#](http://socket.io/docs/client-api/#io#protocol)IO#protocol

Socket.io protocol revision number this client works with.

[#](http://socket.io/docs/client-api/#io#socket)IO#Socket

Reference to the Socket constructor.

[#](http://socket.io/docs/client-api/#io#manager)IO#Manager

Reference to the Manager constructor.

[#](http://socket.io/docs/client-api/#io#emitter)IO#Emitter

Reference to the Emitter constructor.

[#](http://socket.io/docs/client-api/#manager(url:string,-opts:object))Manager(url:String, opts:Object)

A Manager represents **a connection to a given Socket.IO server**. One or  
more Socket instances are associated with the manager. The manager  
can be accessed through the io property of each Socket instance.

The opts are also passed to engine.io upon initialization of the  
underlying Socket.

Options:  
– reconnection whether to reconnect automatically (true)  
– reconnectionDelay how long to wait before attempting a new  
reconnection (1000)  
– reconnectionDelayMax maximum amount of time to wait between  
reconnections (5000). Each attempt increases the reconnection by  
the amount specified by reconnectionDelay.  
– timeout connection timeout before a connect\_error  
and connect\_timeout events are emitted (20000)

Events

* connect. Fired upon a successful connection.
* connect\_error. Fired upon a connection error.  
  Parameters:
  + Object error object
* connect\_timeout. Fired upon a connection timeout.
* reconnect. Fired upon a successful reconnection.  
  Parameters:
  + Number reconnection attempt number
* reconnect\_attempt. Fired upon an attempt to reconnect.
* reconnecting. Fired upon an attempt to reconnect.  
  Parameters:
  + Number reconnection attempt number
* reconnect\_error. Fired upon a reconnection attempt error.  
  Parameters:
  + Object error object
* reconnect\_failed. Fired when couldn’t reconnect within reconnectionAttempts

The events above are also emitted on the individual sockets that  
reconnect that depend on this Manager.

[#](http://socket.io/docs/client-api/#manager#reconnection(v:boolean):manager)Manager#reconnection(v:Boolean):Manager

Sets the reconnection option, or returns it if no parameters  
are passed.

[#](http://socket.io/docs/client-api/#manager#reconnectionattempts(v:boolean):manager)Manager#reconnectionAttempts(v:Boolean):Manager

Sets the reconnectionAttempts option, or returns it if no parameters  
are passed.

[#](http://socket.io/docs/client-api/#manager#reconnectiondelay(v:boolean):manager)Manager#reconnectionDelay(v:Boolean):Manager

Sets the reconectionDelay option, or returns it if no parameters  
are passed.

[#](http://socket.io/docs/client-api/#manager#reconnectiondelaymax(v:boolean):manager)Manager#reconnectionDelayMax(v:Boolean):Manager

Sets the reconectionDelayMax option, or returns it if no parameters  
are passed.

[#](http://socket.io/docs/client-api/#manager#timeout(v:boolean):manager)Manager#timeout(v:Boolean):Manager

Sets the timeout option, or returns it if no parameters  
are passed.

[#](http://socket.io/docs/client-api/#socket)Socket

Events

* connect. Fired upon connecting.
* error. Fired upon a connection error  
  Parameters:
  + Object error data
* disconnect. Fired upon a disconnection.
* reconnect. Fired upon a successful reconnection.  
  Parameters:
  + Number reconnection attempt number
* reconnect\_attempt. Fired upon an attempt to reconnect.
* reconnecting. Fired upon an attempt to reconnect.  
  Parameters:
  + Number reconnection attempt number
* reconnect\_error. Fired upon a reconnection attempt error.  
  Parameters:
  + Object error object
* reconnect\_failed. Fired when couldn’t reconnect within reconnectionAttempts

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