Presence information | WeWeb Documentation

|  |  |
| --- | --- |
| URL source | <https://docs.weweb.io/websockets/xano-realtime/presence.html> |
| Date de scraping | 2025-04-08T15:56:26.942887+00:00 |

## Presence information ​

## What is presence? ​

When working with realtime, it's often useful to receive and display information about online users. Enter "presence".  
Presence is what allows you to see who is present in a realtime channel.  
If you’re building a collaborative tool, for instance, presence allows you to see who is actively editing or viewing a document:  
  
If you are building a message board or a game, it allows users to see who is available to join a game or who is actively participating.  
Ultimately, the choice of using presence depends on your specific use case.

### Images

<https://docs.weweb.io/assets/xano-realtime-cursor.rbT5TBjW.png>

## Pre-requisites ​

Before users of your WeWeb app can see who is connected in realtime, you need to:  
Enable and connect Xano realtime to your WeWeb project (as explained here ). Open a channel in WeWeb with Listen to presence enabled (as explained here ).  
Once that's done, you can think of working with realtime presence information.

## Presence workflow actions ​

To work with presence in WeWeb, you have access to:  
The Get presence workflow action. The Presence full workflow trigger. The Presence update workflow trigger.  
The Get presence action and Presence full trigger both return the same presence array: a list of currently connected users or clients to a particular channel.  
The Presence update trigger returns an object with information about the event, including but not limited to:  
The user's action , i.e. if they joined or left the channel. The user's socketId .

### Images

<https://docs.weweb.io/assets/xano-realtime-listen-presence.DS3CtvoH.png>

<https://docs.weweb.io/assets/xano-realtime-presence-update.D6WJy0OD.png>