API reference Classes WebSocket

WebSocket

The WebSocket class represents websocket connections in the page.

Methods

expect_event

Added in: v1.8

Waits for event to fire and passes its value into the predicate function. Returns when the predicate returns truthy value. Will throw an error if the webSocket is closed before the event is fired. Returns the event data value.

Usage

```
web_socket.expect_event(event)
web_socket.expect_event(event, **kwargs)
```

Arguments

- `event` str

  Event name, same one would pass into `webSocket.on(event)`.

- `predicate` Callable *(optional)*

  Receives the event data and resolves to truthy value when the waiting should resolve.

- `timeout` float *(optional)*

  Maximum time to wait for in milliseconds. Defaults to `30000` (30 seconds). Pass `0` to disable timeout. The default value can be changed by using the browser_context.set_default_timeout().

Returns

- EventContextManager

wait_for_event

Added in: v1.8

> **NOTE**
>
> In most cases, you should use web_socket.expect_event().

Waits for given `event` to fire. If predicate is provided, it passes event's value into the `predicate` function and waits for `predicate(event)` to return a truthy value. Will throw an error if the socket is closed before the `event` is fired.

Usage

```
web_socket.wait_for_event(event)
web_socket.wait_for_event(event, **kwargs)
```

Arguments

- `event` str

  Event name, same one typically passed into `*.on(event)`.

- `predicate` Callable *(optional)*

  Receives the event data and resolves to truthy value when the waiting should resolve.

- `timeout` float *(optional)*

  Maximum time to wait for in milliseconds. Defaults to `30000` (30 seconds). Pass `0` to disable timeout. The default value can be changed by using the browser_context.set_default_timeout().

Returns

- Any

Properties

is_closed

Added in: v1.8

Indicates that the web socket has been closed.

Usage

```
web_socket.is_closed()
```

Returns

- bool

url

Added in: v1.8

Contains the URL of the WebSocket.

Usage

```
web_socket.url
```

Returns

- str

Events

on("close")

Added in: v1.8

Fired when the websocket closes.

Usage

```
web_socket.on("close", handler)
```

Event data

- WebSocket

on("framereceived")

Added in: v1.9

Fired when the websocket receives a frame.

Usage

```
web_socket.on("framereceived", handler)
```

Event data

- str|bytes

on("framesent")

Added in: v1.9

Fired when the websocket sends a frame.

Usage

```
web_socket.on("framesent", handler)
```

Event data

- str|bytes

on("socketerror")

Added in: v1.9

Fired when the websocket has an error.

Usage

```
web_socket.on("socketerror", handler)
```

Event data

- str