

useEntityVotes

Overview

The `useEntityVotes` hook provides functionality to manage voting on an entity, including upvoting, downvoting, and removing votes. This hook is designed to handle optimistic updates to the entity's state, ensuring a smooth user experience by immediately reflecting changes in the UI while making server requests in the background. It also supports callbacks for handling cases where a user is not logged in or does not have a username.

Usage Example

```
import { useEntityVotes } from "@replyke/react-js";

function EntityVoteButtons({ entity, setEntity }: { entity: Entity; setEntity: React.Dispatch<React.SetStateAction<Entity>> }) {
  const {
    upvoteEntity,
    removeEntityUpvote,
    downvoteEntity,
    removeEntityDownvote,
  } = useEntityVotes({
    entity,
    setEntity,
  });

  return (
    <div>
      <button onClick={upvoteEntity}>Upvote</button>
      <button onClick={removeEntityUpvote}>Remove Upvote</button>
      <button onClick={downvoteEntity}>Downvote</button>
      <button onClick={removeEntityDownvote}>Remove Downvote</button>
    </div>
  );
}
```

Parameters & Returns

Parameters

The hook accepts an object with the following fields:

| Parameter | Type | Required | Description |
|------------------------|---|----------|--|
| <code>entity</code> | <code>Entity undefined</code> | Yes | The current entity object. |
| <code>setEntity</code> | <code>React.Dispatch<React.SetStateAction<Entity undefined>></code> | Yes | Function to update the entity state in your component. |

Returns

The hook returns an object containing the following functions:

| Function | Description |
|-----------------------------------|---|
| <code>upvoteEntity</code> | Adds an upvote to the entity and updates the server. |
| <code>removeEntityUpvote</code> | Removes the user’s upvote from the entity and updates the server. |
| <code>downvoteEntity</code> | Adds a downvote to the entity and updates the server. |
| <code>removeEntityDownvote</code> | Removes the user’s downvote from the entity and updates the server. |

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