

AtloriaWebSocketClient

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Kind: Class

Source: [atloria-monorepo/apps/web/src/lib/websocket-client.ts](#)

AtloriaWebSocketClient

Manages WebSocket connections for real-time updates.

Supports multiple namespaces (comments, documents) and channel subscriptions.

Implements: `WebSocketClient`

Methods

Method	Signature	Returns
<code>setToken</code>	<code>`setToken(token: string</code>	<code>null)`</code>
<code>joinDocument</code>	<code>joinDocument(documentId: string, namespace: NamespaceType)</code>	<code>void</code>
<code>leaveDocument</code>	<code>leaveDocument(documentId: string, namespace: NamespaceType)</code>	<code>void</code>
<code>subscribe</code>	<code>subscribe(channel: string, handler: SubscriptionHandler)</code>	<code>() => void</code>
<code>on</code>	<code>on(event: string, handler: SubscriptionHandler)</code>	<code>void</code>
<code>off</code>	<code>off(event: string, handler: SubscriptionHandler)</code>	<code>void</code>
<code>emit</code>	<code>emit(event: string, data: any)</code>	<code>void</code>
<code>disconnect</code>	<code>disconnect()</code>	<code>void</code>
<code>isConnected</code>	<code>isConnected()</code>	<code>boolean</code>

Where it refuses work

- `AtloriaWebSocketClient` stops the work with an early return when `existingSocket?.connected` .
- `AtloriaWebSocketClient` stops the work with an early return when `this.reconnecting` .

When something fails

- `AtloriaWebSocketClient` handles failure in 1 place: it logs it and continues in all 1.