

WebSocketClient

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Kind: Class

Source: `atlوريا-monorepo/packages/api-client/src/clients/WebSocketClient.ts`

WebSocket client for real-time updates

Methods

Method	Signature	Returns
<code>connect</code>	<code>connect(url: string, token: string)</code>	<code>void</code>
<code>disconnect</code>	<code>disconnect()</code>	<code>void</code>
<code>subscribe</code>	<code>subscribe(channel: string, callback: (data: unknown) => void)</code>	<code>() => void</code>
<code>unsubscribe</code>	<code>unsubscribe(channel: string, callback: (data: unknown) => void)</code>	<code>void</code>
<code>send</code>	<code>send(channel: string, data: unknown)</code>	<code>void</code>
<code>getState</code>	<code>getState()</code>	<code>WebSocketState</code>
<code>isConnected</code>	<code>isConnected()</code>	<code>boolean</code>

Where it refuses work

- `WebSocketClient` stops the work with an early return when `!channelSubscriptions`.
- `WebSocketClient` stops the work with an early return when `message.type === 'pong'`.
- `WebSocketClient` stops the work with an early return when `this.config.heartbeatInterval <= 0`.

When something fails

- `WebSocketClient` handles failure in 4 places: it logs it and continues in all 4.