

getConnInfo

August 18, 2026

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Kind: Function**Source:** `src/adapter/deno/conninfo.ts`**Part of:** [Adapter](#)

Get conninfo with Deno

`getConnInfo` reads connection details from the Deno request environment for a Hono context. It returns the remote and local address information associated with the current request, allowing handlers to inspect client and server connection data.

Signature

```
function getConnInfo(c)
```

Parameters

Name	Type
<code>c</code>	<code>any</code>

Diagram

```
graph LR
  Request[Deno request] --> Context[Hono context]
  Context --> Environment[Deno connection environment]
  Environment --> getConnInfo[getConnInfo]
  getConnInfo --> ConnInfo[Remote and local connection info]
```

Usage

```
import { Hono } from 'hono'
import { getConnInfo } from 'hono/conninfo'

const app = new Hono()

app.get('/connection', (c) => {
  const connInfo = getConnInfo(c)

  return c.json({
    remote: connInfo.remote,
    local: connInfo.local,
  })
})

Deno.serve(app.fetch)
```

AI Coding Instructions

- Call `getConnInfo` with the current Hono `Context` inside a request handler.
- Treat connection addresses as request metadata and account for missing address fields where deployment environments do not expose them.
- Keep Deno-specific connection handling within the Deno adapter rather than reading adapter environment values directly in shared application code.
- Import the connection helper from `hono/conninfo` so the matching runtime implementation is selected.