

ClientProxy

August 18, 2026

ClientProxy

Kind: Class**Source:** `packages/microservices/client/client-proxy.ts`**Part of:** [Microservices](#)

`ClientProxy` is the base abstraction for communicating with NestJS microservices through a configured transport. It manages connection lifecycle, request-response messaging via `send()`, and event-based messaging via `emit()`, while delegating transport-specific publishing and packet handling to implementations.

Methods

Method	Signature	Returns
<code>connect</code>	<code>connect()</code>	<code>Promise<any></code>
<code>close</code>	<code>close()</code>	<code>any</code>
<code>on</code>	<code>on(event: EventKey, callback: EventCallback)</code>	<code>void</code>
<code>unwrap</code>	<code>unwrap()</code>	<code>T</code>
<code>send</code>	<code>send(pattern: any, data: TInput)</code>	<code>Observable<TResult></code>
<code>emit</code>	<code>emit(pattern: any, data: TInput)</code>	<code>Observable<TResult></code>
<code>publish</code>	<code>publish(packet: ReadPacket, callback: (packet: WritePacket) => void)</code>	<code>() => void</code>
<code>dispatchEvent</code>	<code>dispatchEvent(packet: ReadPacket)</code>	<code>Promise<T></code>
<code>createObserver</code>	<code>createObserver(observer: Observer<T>)</code>	<code>(packet: WritePacket) => void</code>
<code>serializeError</code>	<code>serializeError(err: any)</code>	<code>any</code>
<code>serializeResponse</code>	<code>serializeResponse(response: any)</code>	<code>any</code>

Method	Signature	Returns
assignPacketId	assignPacketId(packet: ReadPacket)	ReadPacket & PacketId
connect\$	connect\$(instance: any, errorEvent: undefined, connectEvent: undefined)	Observable<any>
getOptionsProp	getOptionsProp(obj: Options, prop: Attribute)	Options[Attribute]
getOptionsProp	getOptionsProp(obj: Options, prop: Attribute, defaultValue: DefaultValue)	Required<Options>[Attribute]
getOptionsProp	getOptionsProp(obj: Options, prop: Attribute, defaultValue: DefaultValue)	void
normalizePattern	normalizePattern(pattern: MsPattern)	string
initializeSerializer	initializeSerializer(options: ClientOptions['options'])	void
initializeDeserializer	initializeDeserializer(options: ClientOptions['options'])	void

Properties

Property	Type
routingMap	any
serializer	ProducerSerializer
deserializer	ProducerDeserializer
_status\$	any

Where it refuses work

- ClientProxy stops the work with an early return when `isNil(pattern) || isNil(data)` , in 2 places.
- ClientProxy stops the work with an early return when `isDisposed` .

Diagram

```
graph LR
  App[Application Service] --> ClientProxy
  ClientProxy --> Connect[connect()]
  ClientProxy --> Send[send() request-response]
  ClientProxy --> Emit[emit() event]
  Send --> Publish[publish()]
  Emit --> Dispatch[dispatchEvent()]
  Publish --> Transport[Configured Transport]
  Dispatch --> Transport
  Transport --> Observer[createObserver()]
  Observer --> App
```

Usage

```
import { ClientProxy, ClientProxyFactory, Transport } from '@nestjs/microservices';
import { firstValueFrom } from 'rxjs';

const client: ClientProxy = ClientProxyFactory.create({
  transport: Transport.TCP,
  options: {
    host: 'localhost',
    port: 3001,
  },
});

async function getUser(userId: string) {
  await client.connect();

  const user = await firstValueFrom(
    client.send({ cmd: 'get_user' }, { userId }),
  );

  return user;
}

async function notifyUserCreated(user: { id: string; email: string }) {
  await firstValueFrom(
    client.emit('user.created', user),
  );
}

async function shutdown() {
  client.close();
}
```

AI Coding Instructions

- Use `send()` for request-response patterns and subscribe to or convert its returned `Observable` with `firstValueFrom()` .
- Use `emit()` for fire-and-forget events; consumers should register matching event patterns.
- Ensure the proxy is connected before sending messages when using manually created clients, and close it during application shutdown.
- Keep transport-specific behavior inside concrete `ClientProxy` implementations; use `publish()` and `dispatchEvent()` as extension points rather than duplicating serialization logic.
- Preserve error serialization through `serializeError()` so remote exceptions remain consistent across transports.

Relationships

- IMPORTS → `randomStringGenerator`
- IMPORTS → `isNil`

Used by

20 references from 13 files. Each is a place in this repository where the symbol is actually used — go read one rather than trusting an example.

Injected or called by (7)

- `AppController` — `integration/microservices/src/app.controller.ts` :20
- `AppController` — `integration/microservices/src/app.controller.ts` :20
- `AppController` — `integration/microservices/src/app.controller.ts` :20
- `AppController` — `integration/microservices/src/tcp-tls/app.controller.ts` :22
- `AppController` — `integration/microservices/src/tcp-tls/app.controller.ts` :22
- `AppController` — `integration/microservices/src/tcp-tls/app.controller.ts` :22
- `MathController` — `sample/03-microservices/src/math/math.controller.ts` :6

Imported by (13)

- `AppController` — `integration/microservices/src/app.controller.ts` :20
- `MqttBroadcastController` — `integration/microservices/src/mqtt/mqtt-broadcast.controller.ts` :11
- `MqttController` — `integration/microservices/src/mqtt/mqtt.controller.ts` :16

- `NatsBroadcastController` — `integration/microservices/src/nats/nats-broadcast.controller.ts` :11
- `NatsController` — `integration/microservices/src/nats/nats.controller.ts` :19
- `RedisBroadcastController` — `integration/microservices/src/redis/redis-broadcast.controller.ts` :11
- `RedisController` — `integration/microservices/src/redis/redis.controller.ts` :12
- `RMQFanoutExchangeProducerController` — `integration/microservices/src/rmq/fanout-exchange-producer-rmq.controller.ts` :9

...and 5 more.