

WsException

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WsException

Kind: Class

Source: `packages/websockets/errors/ws-exception.ts`

Part of: [Websockets](#)

`WsException` represents an error that should be sent through the WebSocket error-handling flow. It accepts either a string or object payload, initializes a message for standard error reporting, and preserves the original error value for consumers that need structured details.

Extends: `Error`

Methods

Method	Signature	Returns
<code>initMessage</code>	<code>initMessage()</code>	<code>void</code>
<code>getError</code>	<code>getError()</code>	<code>`string</code>

Diagram

```
graph LR
  A[WebSocket handler] --> B[new WsException(error)]
  B --> C[initMessage()]
  C --> D[Exception message]
  B --> E[getError()]
  E --> F[String or structured error payload]
  F --> G[WebSocket exception filter/client response]
```

Usage

```
import { WsException } from '@nestjs/websockets';

function handleSubscribe(topic?: string) {
  if (!topic) {
    throw new WsException({
      status: 'error',
      code: 'TOPIC_REQUIRED',
      message: 'A subscription topic is required.',
    });
  }

  return { status: 'ok', topic };
}

// The original payload remains available when handling the exception.
const exception = new WsException('Subscription failed');

console.log(exception.message); // "Subscription failed"
console.log(exception.getError()); // "Subscription failed"
```

AI Coding Instructions

- Throw `WsException` from WebSocket handlers when an error should be delivered through the WebSocket exception pipeline.
- Pass a string for simple client-facing errors; pass an object when clients need structured fields such as `code`, `status`, or validation details.
- Use `getError()` when writing exception filters or adapters that must access the original error payload.
- Do not assume `getError()` always returns a string; handle both string and object values safely.
- Keep error payloads serializable and avoid including internal stack traces or sensitive server details.

How it works

`WsException`

`WsException` is an `Error` subclass that carries a WebSocket error value as either a string or an object. Its constructor stores that value in a private, readonly `error` field, calls `Error`'s no-argument constructor, and initializes the inherited `message` property. [packages/websockets/errors/ws-exception.ts:3-7]

Relationships

- IMPORTS → `isObject`
- IMPORTS → `isString`

Used by

3 references from 3 files. Each is a place in this repository where the symbol is actually used — go read one rather than trusting an example.

Imported by (3)

- `ApplicationGateway` — `integration/websockets/src/app.gateway.ts` :12
- `ErrorGateway` — `integration/websockets/src/error.gateway.ts` :8
- `RequestFilter` — `integration/websockets/src/request.filter.ts` :4