

Supabase Realtime Cheatsheet

Connection

Import the Realtime client library

```
import { RealtimeClient } from '@supabase/  
realtime-js'
```

Create a new Realtime client

```
const client = new RealtimeClient('https://your-  
project.supabase.co/realtime/v1', { apiKey:  
'your-anon-key' })
```

Connect to the Realtime server

```
client.connect()
```

Channel Operations

Create a new channel

```
const channel = client.channel('room-1')
```

Subscribe to a channel

```
channel.subscribe()
```

Unsubscribe from a channel

```
channel.unsubscribe()
```

Event Listening

Listen for all INSERT events

```
channel.on('INSERT', { event: '*' }, (payload)  
=> { console.log(payload) })
```

Listen for UPDATE events on a specific table

```
channel.on('UPDATE', { event: 'table-name' },  
(payload) => { console.log(payload) })
```

Listen for DELETE events with filter

```
channel.on('DELETE', { event: 'table-  
name:id=eq.1' }, (payload) => {  
  console.log(payload) })
```

Presence

Track presence state for current client

```
channel.track({ user: 1, online_at: new  
Date().toISOString() })
```

Remove presence state for current client

```
channel.untrack()
```

Listen for presence sync events

```
channel.on('presence', { event: 'sync' }, () =>  
{ const state = channel.presenceState() })
```

Broadcast

Send a broadcast message to all clients in the channel

```
channel.send({ type: 'broadcast', event:  
'custom-event', payload: { message: 'hello' } })
```

Error Handling

Listen for connection errors

```
client.onError((e) => console.log('Error:', e))
```

Listen for channel errors

```
channel.on('error', (error) =>  
  console.log('Channel error:', error))
```

Disconnection

Disconnect from the Realtime server

```
client.disconnect()
```