

JavaScript API



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WordPress Playground comes with a JavaScript API client that grants you full control over your WordPress.

API here doesn't mean "REST API"

WordPress Playground is a browser-based application. The term API here refers to a set of functions you can call inside JavaScript. This is **not** a network-based REST API.

Quick start

To use the JavaScript API, you'll need:

- An `<iframe>` element
- The `@wp-playground/client` package (from npm or a CDN)

Here's the shortest example of how to use the JavaScript API in a HTML page:

```
<iframe id="wp" style="width: 100%; height: 300px; border: 1px solid #000;"></iframe>
<script type="module">
  // Use unpkg for convenience

  const client = await startPlaygroundWeb({
    iframe: document.getElementById('wp'),
    remoteUrl: `https://playground.wordpress.net/remote.html`,
  });
  // Let's wait until Playground is fully loaded
  await client.isReady();
</script>
```

/remote.html is a special URL

`/remote.html` is a special URL that loads the Playground API endpoint instead of the demo app with the browser UI. Read more about the difference between `/` and `/remote.html` and [on this page](#).

Controlling the website

Now that you have a `client` object, you can use it to control the website inside the iframe. There are three ways to do that:

- [Playground API Client](#)
- [Blueprint JSON](#)
- [Blueprint functions](#)

Debugging and testing

For quick testing and debugging, the JavaScript API client is exposed as `window.playground` by both `index.html` and `remote.html`.

```
> await playground.listFiles("/")
(6) ['tmp', 'home', 'dev', 'proc', 'internal', 'wordpress']
```

Note that in `index.html`, `playground` is a Proxy object and you won't get any autocompletion from the browser. In `remote.html`, however, `playground` is a class instance and you will benefit from browser's autocompletion.

```
### #2
[] [] [] 2026-08-29 23:36:35 UTC
[] [] [] 2026-08-29 23:36:35 UTC
```