

# Package ‘mx.api’

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**Type** Package

**Title** Minimal Matrix Client-Server API

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**Description** A minimal-dependency client for the 'Matrix' Client-Server HTTP API <<https://spec.matrix.org/>>, suitable for talking to a 'Synapse' homeserver <<https://element-hq.github.io/synapse/>>. Covers login, room management, message send and history, and media upload or download. End-to-end encryption is out of scope; use unencrypted rooms or a separate crypto package.

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**URL** <https://github.com/cornball-ai/mx.api>

**BugReports** <https://github.com/cornball-ai/mx.api/issues>

**Imports** curl, jsonlite

**Suggests** tinytest

**Encoding** UTF-8

**NeedsCompilation** no

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## Contents

mx.api-package . . . . .	2
mx_download . . . . .	2
mx_login . . . . .	3
mx_logout . . . . .	4

mx_messages . . . . .	4
mx_react . . . . .	5
mx_read_receipt . . . . .	6
mx_register . . . . .	6
mx_rooms . . . . .	7
mx_room_create . . . . .	8
mx_room_join . . . . .	8
mx_room_leave . . . . .	9
mx_room_members . . . . .	10
mx_room_name . . . . .	10
mx_room_topic . . . . .	11
mx_send . . . . .	11
mx_session . . . . .	12
mx_sync . . . . .	13
mx_upload . . . . .	14
mx_whoami . . . . .	14
<b>Index</b>	<b>16</b>

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mx.api-package	<i>mx.api: Minimal Matrix Client-Server API</i>
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### Description

Base-R bindings for the Matrix Client-Server HTTP API, suitable for talking to a Synapse home-server. Two dependencies: curl and jsonlite. End-to-end encryption is out of scope; use unencrypted rooms or a separate crypto package.

### Author(s)

**Maintainer:** Troy Hernandez <troy@cornball.ai>

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mx_download	<i>Download a media file by mxc URI</i>
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### Description

Download a media file by mxc URI

### Usage

```
mx_download(session, mxc_url, dest)
```

**Arguments**

session	An "mx_session" object.
mxc_url	Character. An "mxc://server/id" URI.
dest	Character. Destination file path.

**Value**

The destination path, invisibly.

**Examples**

```
## Not run:
mx_download(s, "mxc://matrix.example/abc123", tempfile())

## End(Not run)
```

---

mx_login	<i>Log in to a Matrix homeserver</i>
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---

**Description**

Authenticates with a Matrix homeserver using password login and returns a session object carrying the access token and device id.

**Usage**

```
mx_login(server, user, password, device_id = NULL)
```

**Arguments**

server	Character. Homeserver base URL (e.g. "https://matrix.example").
user	Character. User localpart or full Matrix ID.
password	Character. Account password.
device_id	Character or NULL. Reuse an existing device id.

**Value**

An object of class "mx\_session".

**Examples**

```
## Not run:
s <- mx_login("https://matrix.example", "alice", "hunter2")

## End(Not run)
```

---

mx_logout	<i>Log out of a Matrix session</i>
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---

**Description**

Invalidates the access token on the homeserver.

**Usage**

```
mx_logout(session)
```

**Arguments**

session	An "mx_session" object.
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**Value**

Invisible NULL.

**Examples**

```
## Not run:
mx_logout(s)

## End(Not run)
```

---

mx_messages	<i>Fetch historical messages from a room</i>
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---

**Description**

Thin wrapper over the /rooms/{id}/messages endpoint.

**Usage**

```
mx_messages(session, room_id, from = NULL, dir = "b", limit = 50L)
```

**Arguments**

session	An "mx_session" object.
room_id	Character. The room ID.
from	Character or NULL. Pagination token; NULL starts at the most recent message.
dir	Character. "b" (backwards, default) or "f" (forwards).
limit	Integer. Maximum events to return.

**Value**

A list with fields chunk, start, end.

**Examples**

```
## Not run:
mx_messages(s, "!abc:matrix.example", limit = 20L)

## End(Not run)
```

---

mx\_react

*Send a reaction (annotation) to a room event*


---

**Description**

Posts an m.reaction event tying key (usually a thumbs-up or other emoji) to event\_id. Matrix reactions are plain events under the hood; they relate to the target via m.annotation.

**Usage**

```
mx_react(session, room_id, event_id, key)
```

**Arguments**

session	An "mx_session" object.
room_id	Character. The room ID.
event_id	Character. The event being reacted to.
key	Character. The reaction key (usually an emoji).

**Value**

The event ID of the sent reaction.

**Examples**

```
## Not run:
mx_react(s, "!abc:matrix.example", "$eventid", "thumbs-up")

## End(Not run)
```

---

mx\_read\_receipt      *Send a read receipt for a room event*

---

### Description

Public receipt (`m.read`) advances the "seen" marker in other clients; private receipt (`m.read.private`) only advances the bot's own view. Defaults to public so user clients show "seen by @bot".

### Usage

```
mx_read_receipt(session, room_id, event_id,
                receipt_type = c("m.read", "m.read.private"))
```

### Arguments

<code>session</code>	An "mx_session" object.
<code>room_id</code>	Character. The room ID.
<code>event_id</code>	Character. The event to mark as read.
<code>receipt_type</code>	Character. "m.read" (default) or "m.read.private".

### Value

Invisible NULL.

### Examples

```
## Not run:
mx_read_receipt(s, "!abc:matrix.example", "$eventid")

## End(Not run)
```

---

mx\_register      *Register a new account on a Matrix homeserver*

---

### Description

Creates a new user via POST `/_matrix/client/v3/register` using the `m.login.dummy` auth flow. Most homeservers only accept this when open registration is enabled (or a registration token is supplied). On success returns a ready-to-use `mx_session` — registration also logs the new user in.

### Usage

```
mx_register(server, username, password, device_id = NULL,
            initial_device_display_name = NULL, inhibit_login = FALSE)
```

**Arguments**

server	Character. Homeserver base URL.
username	Character. Desired localpart (e.g. "alice").
password	Character. Account password.
device_id	Character or NULL. Device id to assign; a server-generated one is used if NULL.
initial_device_display_name	Character or NULL. Human-readable label for the device.
inhibit_login	Logical. When TRUE, the server creates the account but does not return a session; the call returns a list with the new user_id instead of an mx_session.

**Value**

An mx\_session object on login, or a list with user\_id when inhibit\_login = TRUE.

**Examples**

```
## Not run:
s <- mx_register("https://matrix.example", "alice", "hunter2")

## End(Not run)
```

---

mx_rooms	<i>List rooms the user has joined</i>
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---

**Description**

List rooms the user has joined

**Usage**

```
mx_rooms(session)
```

**Arguments**

session	An "mx_session" object.
---------	-------------------------

**Value**

Character vector of room IDs.

**Examples**

```
## Not run:
mx_rooms(s)

## End(Not run)
```

---

mx_room_create	<i>Create a room</i>
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---

**Description**

Create a room

**Usage**

```
mx_room_create(session, name = NULL, topic = NULL, visibility = "private",
               preset = NULL, invite = character())
```

**Arguments**

session	An "mx_session" object.
name	Character or NULL. Human-readable room name.
topic	Character or NULL. Room topic.
visibility	Character. "private" (default) or "public".
preset	Character or NULL. A Matrix room preset ("private_chat", "trusted_private_chat", "public_chat").
invite	Character vector. Matrix IDs to invite.

**Value**

The new room ID as a character string.

**Examples**

```
## Not run:
room_id <- mx_room_create(s, name = "test", topic = "hello")

## End(Not run)
```

---

mx_room_join	<i>Join a room by ID or alias</i>
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---

**Description**

Join a room by ID or alias

**Usage**

```
mx_room_join(session, room)
```

**Arguments**

session	An "mx_session" object.
room	Character. Room ID (!abc:server) or alias (#name:server).

**Value**

The joined room ID.

**Examples**

```
## Not run:  
mx_room_join(s, "#general:matrix.example")  
  
## End(Not run)
```

---

mx_room_leave	<i>Leave a room</i>
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---

**Description**

Leave a room

**Usage**

```
mx_room_leave(session, room_id)
```

**Arguments**

session	An "mx_session" object.
room_id	Character. The room ID.

**Value**

Invisible NULL.

**Examples**

```
## Not run:  
mx_room_leave(s, "!abc:matrix.example")  
  
## End(Not run)
```

---

mx_room_members	<i>List the members of a room</i>
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---

**Description**

List the members of a room

**Usage**

```
mx_room_members(session, room_id)
```

**Arguments**

session	An "mx_session" object.
room_id	Character. The room ID.

**Value**

Character vector of Matrix user IDs currently joined.

**Examples**

```
## Not run:
mx_room_members(s, "!abc:matrix.example")

## End(Not run)
```

---

mx_room_name	<i>Get a room's human-readable name</i>
--------------	-----------------------------------------

---

**Description**

Reads the m.room.name state event. Returns NULL if the room has no name set or the state event is inaccessible.

**Usage**

```
mx_room_name(session, room_id)
```

**Arguments**

session	An "mx_session" object.
room_id	Character. The room ID.

**Value**

Character scalar or NULL.

**Examples**

```
## Not run:
mx_room_name(s, "!abc:matrix.example")

## End(Not run)
```

---

mx_room_topic	<i>Get a room's topic</i>
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---

**Description**

Reads the m.room.topic state event. Returns NULL if the room has no topic set or the state event is inaccessible.

**Usage**

```
mx_room_topic(session, room_id)
```

**Arguments**

session	An "mx_session" object.
room_id	Character. The room ID.

**Value**

Character scalar or NULL.

**Examples**

```
## Not run:
mx_room_topic(s, "!abc:matrix.example")

## End(Not run)
```

---

mx_send	<i>Send a message to a room</i>
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---

**Description**

Send a message to a room

**Usage**

```
mx_send(session, room_id, body, msgtype = "m.text", extra = NULL)
```

**Arguments**

session	An "mx_session" object.
room_id	Character. The room ID.
body	Character. The message body.
msgtype	Character. Matrix msgtype, default "m.text".
extra	List or NULL. Extra fields merged into the event content (e.g. formatted body, reply relation).

**Value**

The event ID of the sent message.

**Examples**

```
## Not run:
mx_send(s, "!abc:matrix.example", "hello world")

## End(Not run)
```

---

mx\_session

*Reconstruct a session from saved credentials*

---

**Description**

Reconstruct a session from saved credentials

**Usage**

```
mx_session(server, token, user_id, device_id)
```

**Arguments**

server	Character. Homeserver base URL.
token	Character. Access token from a prior login.
user_id	Character. Full Matrix ID (e.g. "@troy:example.org").
device_id	Character. Device id from the prior login.

**Value**

An object of class "mx\_session".

## Examples

```
s <- mx_session(  
  server = "https://matrix.example",  
  token = "syt_...",  
  user_id = "@alice:matrix.example",  
  device_id = "ABC123"  
)
```

---

mx\_sync

*One-shot sync against the homeserver*

---

## Description

Calls /sync once and returns immediately. For streaming behaviour, the caller writes its own loop, passing the previous batch's next\_batch token as since.

## Usage

```
mx_sync(session, since = NULL, timeout = 0L, filter = NULL)
```

## Arguments

session	An "mx_session" object.
since	Character or NULL. Sync token from a prior sync.
timeout	Integer. Long-poll timeout in milliseconds (0 returns immediately).
filter	Character or NULL. Filter ID or inline JSON filter.

## Value

The parsed sync response, including next\_batch.

## Examples

```
## Not run:  
batch <- mx_sync(s)  
next_batch <- batch$next_batch  
  
## End(Not run)
```

mx\_upload

*Upload a file to the homeserver media repository*

---

**Description**

Upload a file to the homeserver media repository

**Usage**

```
mx_upload(session, path, content_type = NULL, filename = NULL)
```

**Arguments**

session	An "mx_session" object.
path	Character. Local file path.
content_type	Character or NULL. MIME type; guessed from the file extension if NULL.
filename	Character or NULL. Filename advertised to the server.

**Value**

An "mxc://" URI as a character string.

**Examples**

```
## Not run:  
uri <- mx_upload(s, "photo.png")  
  
## End(Not run)
```

---

mx\_whoami*Return the identity of the current session*

---

**Description**

Return the identity of the current session

**Usage**

```
mx_whoami(session)
```

**Arguments**

session	An "mx_session" object.
---------	-------------------------

**Value**

A list with `user_id` and `device_id`.

**Examples**

```
## Not run:  
mx_whoami(s)  
  
## End(Not run)
```

# Index

`mx.api` (`mx.api-package`), 2  
`mx.api-package`, 2  
`mx_download`, 2  
`mx_login`, 3  
`mx_logout`, 4  
`mx_messages`, 4  
`mx_react`, 5  
`mx_read_receipt`, 6  
`mx_register`, 6  
`mx_room_create`, 8  
`mx_room_join`, 8  
`mx_room_leave`, 9  
`mx_room_members`, 10  
`mx_room_name`, 10  
`mx_room_topic`, 11  
`mx_rooms`, 7  
`mx_send`, 11  
`mx_session`, 12  
`mx_sync`, 13  
`mx_upload`, 14  
`mx_whoami`, 14