

Protocol

WEBSOCKET = "wss"

WEBRTCDATA = "webrtc-data"

WEBRTCSTREAM = "webrtc-stream"

VIA = "via"

X = "x"

ProtocolMap<Protocol, IConnection>

Protocol.WEBSOCKET WebSocketConnection

Protocol.WEBRTCDATA WebRTCDataConnection

Protocol.WEBRTCSTREAM WebRTCStreamConnection

Protocol.VIA ViaConnection

Protocol.X XConnection