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## Instance Method


# compile()

Prepares an adapter before being used with a [LanguageModelSession](#). You should call this if your adapter has a draft model.

iOS 26.0+ | iPadOS 26.0+ | Mac Catalyst 26.0+ | macOS 26.0+ | visionOS 26.0+

```
func compile() async throws
```

## Mentioned in

 Loading and using a custom adapter with Foundation Models