

W... / WebSocketExtensionFactory/perMessageDeflate(clientMaxWindow:clientNoContextTakeover:serverMaxWindow:serverNoCc

Type Method

perMessageDeflate(clientMaxWindow: clientNoContextTakeover:serverMax Window:serverNoContextTakeover: compressionLevel:memoryLevel:max DecompressedFrameSize:minFrame SizeToCompress:)

permessage-deflate websocket extension

```
static func perMessageDeflate(  
    clientMaxWindow: Int? = nil,  
    clientNoContextTakeover: Bool = false,  
    serverMaxWindow: Int? = nil,  
    serverNoContextTakeover: Bool = false,  
    compressionLevel: Int? = nil,  
    memoryLevel: Int? = nil,  
    maxDecompressedFrameSize: Int = 1 << 14,  
    minFrameSizeToCompress: Int = 256  
) -> WebSocketExtensionFactory
```

Discussion

- clientMaxWindow: Max window to be used for client compression
- clientNoContextTakeover: Should client reset window on every message

- `serverNoContextTakeover`: Should server reset window on every message
 - `compressionLevel`: Zlib compression level. Value between 0 and 9 where 1 gives best speed, 9 gives give best compression and 0 gives no compression.
 - `memoryLevel`: Defines how much memory should be given to compression. Value between 1 and 9 where 1 uses least memory and 9 give best compression and optimal speed.
 - `maxDecompressedFrameSize`: Maximum size for a decompressed frame
 - `minFrameSizeToCompress`: Minimum size of a frame before compression is applied
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See Also

Compression extension

```
static func perMessageDeflate(maxWindow: Int?, noContextTakeover:  
Bool, maxDecompressedFrameSize: Int, minFrameSizeToCompress: Int) ->  
WebSocketExtensionFactory
```

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