

[WSCore](#) / AutoPingSetup

Structure

AutoPingSetup

Automatic ping setup

```
struct AutoPingSetup
```

Topics

Type Properties

```
static var disabled: `Self`  
    disable auto ping
```

Type Methods

```
static func enabled(timePeriod: Duration) -> AutoPingSetup  
    send ping with fixed period
```

Relationships

Conforms To

Swift.Sendable

See Also

Server

```
static func http1WebSocketUpgrade(configuration: WebSocketServer
Configuration, additionalChannelHandlers: @autoclosure () -> [any
RemovableChannelHandler], shouldUpgrade: (HTTPRequest, Channel,
Logger) async throws -> ShouldUpgradeResult<WebSocketDataHandler<
HTTP1WebSocketUpgradeChannel.Context>>) -> HTTPServerBuilder
```

HTTP1 channel builder supporting a websocket upgrade

```
static func http1WebSocketUpgrade(configuration: WebSocketServer
Configuration, additionalChannelHandlers: @autoclosure () -> [any
RemovableChannelHandler], shouldUpgrade: (HTTPRequest, Channel,
Logger) throws -> ShouldUpgradeResult<WebSocketDataHandler<HTTP1Web
SocketUpgradeChannel.Context>>) -> HTTPServerBuilder
```

HTTP1 channel builder supporting a websocket upgrade

```
static func http1WebSocketUpgrade<WSResponderBuilder>(websocket
Router: WSResponderBuilder, configuration: WebSocketServer
Configuration, additionalChannelHandlers: @autoclosure () -> [any
RemovableChannelHandler]) -> HTTPServerBuilder
```

HTTP1 channel builder supporting a websocket upgrade

```
struct HTTP1WebSocketUpgradeChannel
```

Child channel supporting a web socket upgrade from HTTP1

```
struct WebSocketServerConfiguration
```

Configuration for a WebSocket server

```
enum ShouldUpgradeResult
```

Should HTTP channel upgrade to WebSocket