⊟ **Documentation**   Language: Swift

Type Method

http1WebSocketUpgrade(webSocket Router:configuration:additionalChannel Handlers:)

HTTP1 channel builder supporting a websocket upgrade

```
static func http1WebSocketUpgrade<WSResponderBuilder>(
    webSocketRouter: WSResponderBuilder,
    configuration: WebSocketServerConfiguration = .init(),
    additionalChannelHandlers: @autoclosure @escaping () -> [any Removable
ChannelHandler] = []
) -> HTTPServerBuilder where WSResponderBuilder : HTTPResponder
Builder, WSResponderBuilder.Responder.Context : WebSocketRequestContext
```

Parameters

webSocketRouter
   Router used for testing whether a WebSocket upgrade should occur

configuration
   WebSocket server configuration

additionalChannelHandlers
   Additional channel handlers to add to channel pipeline

Return Value

HTTP server builder that builds an HTTP1 with WebSocket upgrade server

Discussion

With this function you provide a separate router from the one you have supplied to `Application`. You can provide the same router as is used for standard HTTP routing, but it is preferable that you supply a separate one to avoid attempting to match against paths which will never produce a WebSocket upgrade.

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

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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

```
struct HTTP1WebSocketUpgradeChannel
```

    Child channel supporting a web socket upgrade from HTTP1

```
struct WebSocketServerConfiguration
```

    Configuration for a WebSocket server

```
struct AutoPingSetup
```

Automatic ping setup

enum `ShouldUpgradeResult`

Should HTTP channel upgrade to WebSocket