

[WS...](#) / [WebSocketExtensionFactory](#) / [perMessageDeflate\(maxWindow:noContextTakeover:maxDecompressedFrameSize:minFrameSizeToCompress:\)](#)

Type Method

perMessageDeflate(maxWindow:noContextTakeover:maxDecompressedFrameSize:minFrameSizeToCompress:)

permessage-deflate websocket extension

```
static func perMessageDeflate(  
    maxWindow: Int? = nil,  
    noContextTakeover: Bool = false,  
    maxDecompressedFrameSize: Int = 1 << 14,  
    minFrameSizeToCompress: Int = 256  
) -> WebSocketExtensionFactory
```

Discussion

- maxWindow: Max window to be used for decompression and compression
- noContextTakeover: Should we reset window on every message
- maxDecompressedFrameSize: Maximum size for a decompressed frame
- minFrameSizeToCompress: Minimum size of a frame before compression is applied

See Also

Compression extension

```
static func perMessageDeflate(clientMaxWindow: Int?, clientNoContext  
Takeover: Bool, serverMaxWindow: Int?, serverNoContextTakeover: Bool  
, compressionLevel: Int?, memoryLevel: Int?, maxDecompressedFrame  
Size: Int, minFrameSizeToCompress: Int) -> WebSocketExtensionFactory  
permessage-deflate websocket extension
```
