

Language: Swift

WSCore / WebSocketInboundMessageStream / debounce(for:tolerance:)

Instance Method

## debounce(for:tolerance:)

Inherited from AsyncSequence.debounce(for:tolerance:).

```
func debounce(
   for interval: Duration,
   tolerance: Duration? = nil
) -> AsyncDebounceSequence<Self, Continuous
Clock> where Self : Sendable, Self.Element : Sendable
```