

[Hummingbird](#) / ApplicationConfiguration

Structure

ApplicationConfiguration

Application configuration

```
struct ApplicationConfiguration
```

Topics

Initializers

```
init(address: BindAddress, serverName: String?, backlog: Int, reuse  
Address: Bool, availableConnectionsDelegate: AvailableConnections  
Delegate?)
```

Initialize Application configuration

Instance Properties

```
var address: BindAddress
```

Bind address for server

```
var availableConnectionsDelegate: AvailableConnectionsDelegate?
```

Object deciding on when we should accept new connection. Use [MaximumAvailableConnections](#) to set the maximum allowed connections.

```
var backlog: Int
```

Defines the maximum length for the queue of pending connections

```
var reuseAddress: Bool
```

Allows socket to be bound to an address that is already in use.

```
var serverName: String?
```

Server name to return in “server” header

Instance Methods

```
func with(address: BindAddress?, serverName: String?, backlog: Int?, reuseAddress: Bool?) -> ApplicationConfiguration
```

Create new configuration struct with updated values

Relationships

Conforms To

Swift.Sendable

See Also

Application

```
struct Application
```

Application type bringing together all the components of Hummingbird

```
protocol ApplicationProtocol
```

Application protocol bringing together all the components of Hummingbird

```
enum EventLoopGroupProvider
```

Where should the application get its EventLoopGroup from

