

[HummingbirdWebSocket](#) / HTTP1WebSocketUpgradeChannel

Structure

HTTP1WebSocketUpgradeChannel

Child channel supporting a web socket upgrade from HTTP1

```
struct HTTP1WebSocketUpgradeChannel
```

Topics

Structures

`struct Context`

Basic context implementation of [WebSocketContext](#). Used by non-router web socket handle function

`struct Value`

Initializers

```
init(responder: HTTPChannelHandler.Responder, configuration: WebSocketServerConfiguration, additionalChannelHandlers: () -> [any RemovableChannelHandler], shouldUpgrade: (HTTPRequest, Channel, Logger) throws -> ShouldUpgradeResult<WebSocketDataHandler<Context>>>)
```

Initialize HTTP1AndWebSocketChannel with synchronous shouldUpgrade function

```
init(responder: HTTPChannelHandler.Responder, configuration: WebSocketServerConfiguration, additionalChannelHandlers: () -> [any RemovableChannelHandler], shouldUpgrade: (HTTPRequest, Channel, Logger) async throws -> ShouldUpgradeResult<WebSocketDataHandler<Context>>)
```

Initialize HTTP1AndWebSocketChannel with async shouldUpgrade function

```
init<WSResponder>(responder: HTTPChannelHandler.Responder, websocketResponder: WSResponder, configuration: WebSocketServerConfiguration, additionalChannelHandlers: () -> [any RemovableChannelHandler])
```

Initialize HTTP1WebSocketUpgradeChannel with async shouldUpgrade function

Instance Properties

```
let responder: HTTPChannelHandler.Responder
```

Instance Methods

```
func handle(value: Value, logger: Logger) async
```

Handle upgrade result output from channel

```
func setup(channel: Channel, logger: Logger) -> EventLoopFuture<Value>
```

Setup channel to accept HTTP1 with a WebSocket upgrade

Type Aliases

```
typealias WebSocketChannelHandler
```

Enumerations

```
enum UpgradeResult
```

Upgrade result (either a websocket AsyncChannel, or an HTTP1 AsyncChannel)

Default Implementations

☰ HTTPChannelHandler Implementations

☰ ServerChildChannel Implementations

Relationships

Conforms To

HTTPChannelHandler, ServerChildChannel, 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 WebSocketServerConfiguration`

Configuration for a WebSocket server

`struct AutoPingSetup`

Automatic ping setup

`enum ShouldUpgradeResult`

Should HTTP channel upgrade to WebSocket
