

BunWebSocketHandler

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Kind: Interface

Source: `src/adapters/bun/websocket.ts`

Part of: [Adapter](#)

`BunWebSocketHandler` defines lifecycle callbacks for WebSocket activity in the Bun adapter. Implement `open`, `close`, and `message` to handle connection events and incoming WebSocket messages.

Diagram

```
graph LR
    Socket[Bun WebSocket] --> Handler[Handler[BunWebSocketHandler]]
    Handler --> Open[Open[open()]]
    Handler --> Message[Message[message()]]
    Handler --> Close[Close[close()]]
```

Usage

```
import type { BunWebSocketHandler } from "../websocket";

const websocketHandler: BunWebSocketHandler = {
  open() {
    console.log("WebSocket connection opened");
  },

  message() {
    console.log("WebSocket message received");
  },

  close() {
    console.log("WebSocket connection closed");
  },
};
```

```
// Provide websocketHandler where the Bun adapter expects a WebSocket handler.
```

AI Coding Instructions

- Implement all handler methods required by `BunWebSocketHandler` .
- Keep connection setup in `open` and cleanup logic in `close` .
- Handle incoming WebSocket activity in `message` .
- Do not add parameters or return values unless the interface definition is updated.