

ServerAndEventStreamsFactory

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Kind: Class

Source: [packages/websockets/factories/server-and-event-streams-factory.ts](#)

Part of: [Websockets](#)

`ServerAndEventStreamsFactory` creates a `ServerAndEventStreamsHost<T>` around an existing WebSocket server instance. It provides the WebSocket layer with a consistent host object that can expose the underlying server and its event-stream capabilities to the rest of the framework.

Methods

Method	Signature	Returns
<code>create</code>	<code>create(server: T)</code>	<code>ServerAndEventStreamsHost<T></code>

Diagram

```
graph LR
  A[WebSocket Adapter / Server] --> B[ServerAndEventStreamsFactory]
  B -->|create()| C[ServerAndEventStreamsHost<T>]
  C --> D[WebSocket Server Instance]
  C --> E[Event Stream Handlers]
```

Usage

```
import { Server } from 'socket.io';
import { ServerAndEventStreamsFactory } from '@nestjs/websockets/factories/server-and-event-str

const io = new Server(3000, {
  cors: {
    origin: '*',
```

```

    },
  });

  const factory = new ServerAndEventStreamsFactory();
  const host = factory.create<Server>(io);

  // Access the wrapped server through the host.
  host.server.on('connection', socket => {
    socket.emit('connected', { message: 'Welcome!' });
  });

```

AI Coding Instructions

- Use this factory when framework code needs a `ServerAndEventStreamsHost<T>` rather than a raw WebSocket server instance.
- Preserve the generic server type (`T`) so adapter-specific APIs, such as `Socket.IO` methods, remain type-safe.
- Pass an already initialized server instance; this factory wraps server/event-stream infrastructure and should not be responsible for server startup configuration.
- Keep adapter-specific behavior outside the factory—implement transport setup and connection options in the WebSocket adapter or bootstrap layer.
- Treat this as framework infrastructure; prefer public WebSocket module APIs in application code when available.

How it works

`ServerAndEventStreamsFactory`

`ServerAndEventStreamsFactory` is an exported class with one static method, `create<T = any>(server)`, which constructs a `ServerAndEventStreamsHost<T>` around a supplied server value. [server-and-event-streams-factory.ts:4-5](#)