Subject: Re: Kqueue/epoll based interface for TcpSocket and WebSocket
Posted by mirek on Tue, 08 May 2018 10:02:47 GMT

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shutalker wrote on Mon, 07 May 2018 09:54Quote:
But not at the same time, right? That would be a big problem IMO...

Yes.

Quote:
IMO, there will be a class instance that will provide the communication with single client and you will want to let it read the data. You will probably have some container of these instances. In the end, you need to map incomming event to a class instance somehow. If all ID you have is GetSocket, you will need map socket->instance.

There is no need in mapping socket->instance. Let me clear things up with how SocketEventQueue::Wait(...) works. First of all, sockets that need to be tracked for events are attached to the kernel event queue via SocketEventQueue::SubscribeSocket****(...). Then Wait(...) is invoked to obtain pending events from kernel event queue:

I think you got me wrong here. I am speaking about interface (and its use in client code), not about implementation.

Mirek