
Subject: Re: Smtplib class

Posted by [nicomesas](#) on Fri, 13 Oct 2006 11:28:04 GMT

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EOH Luigi!

I have looked for information about all this and have found documents (he is Spanish) that say to me that in Windows we need to include the file winsock.h has to use the unique include file.

Take a look to the next code present in Web/socket.h

```
#if defined(PLATFORM_WIN32)
#define W_P(w, p) w
#if !defined(PLATFORM_CYGWIN)
#include <winsock2.h>
#endif
typedef int socklen_t;
#elif defined(PLATFORM_POSIX)
#define W_P(w, p) p
#include <sys/types.h>
#include <sys/socket.h>
#include <netdb.h>
#include <netinet/in.h>
// #include <libiberty.h>
enum
{
    INVALID_SOCKET = -1,
    TCP_NODELAY    = 1,
    SD_RECEIVE     = 0,
    SD_SEND        = 1,
    SD_BOTH        = 2,
};
typedef int SOCKET;
#else
#error Unsupported platform
#endif//PLATFORM switch
```

May be you can test it in windoz!

The idea comes from this page <http://www.arrakis.es/~dmrq/beej/intro.html#windows>.
In order to translate it of automatic form (it is not perfect, but enough aid) you could use the following address <http://babelfish.altavista.com/tr>

Nico
