
Subject: Re: Unix Domain Sockets Support Added to U++.

Posted by [Oblivion](#) on Sat, 13 Dec 2025 16:56:48 GMT

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Hello Tom,

Quote:

Thanks for the news! I was pleased to read about this interesting and important piece of work. As I currently do not have much time to dig into your implementation properly, can you tell me if you included support for Windows 10/11 too? Windows is supposed to support AF_UNIX since about 2017... although not abstract socket namespace.

I actually wasn't aware of that until you mentioned it :)

I've been working almost exclusively on Linux for years, so I must have missed that development.

That said, since the Socket class already abstracts things in a fairly portable way, and only connection creation and listening need to be handled separately, it should be quite straightforward to add Windows support as well. At the moment, it is available only on POSIX systems

I'll check and verify this as soon as possible.

Regarding performance, I didn't include any dedicated benchmarks. The U++ nightlies already contain UnixSocketClient and UnixSocketServer examples, which are essentially the same as the SocketClient and SocketServer examples. Based on my experience (outside of U++), Unix domain sockets are generally faster for local IPC, as they avoid the TCP/IP stack overhead.

Moreover, performance was not the only motivation. Many system services (such as the notorious D-Bus) rely exclusively on Unix domain sockets.

In any case, I'll follow up with some benchmarks.

Best regards,
