
Subject: Re: Socket review and reimplementatation
Posted by [fallingdutch](#) on Mon, 02 Apr 2007 20:53:35 GMT
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zsolt wrote on Mon, 02 April 2007 21:23 This is a good idea.

Before you start implementation, you should check libevent, I think. It provides a transparent API to poll(), select() and event based APIs of different platforms, such as epoll, kqueue, etc. Using select() is very archaic on some unixes. These kernel services are much powerful compared to the old select().

libevent is BSD licensed, very stable and very easy to use.

Thank you for that link, browsing on it at the moment.

Correct me if i am wrong, but Ultimate++ uses in its main loop MsgWaitOnMultipleObjects for windows and select for linux (to listen on the socket for incomming X11 events) so this Wait/Select will be used for the sockets to wait for an event, too.

Bas