

---

Subject: Re: Socket non block

Posted by [lundman](#) on Wed, 18 Apr 2007 07:33:52 GMT

[View Forum Message](#) <> [Reply to Message](#)

---

Heh only just saw this, but well, probably too late, but we used my own "lion" library with U++ to do everything nonblocking, and platform independent.

But that was a little bit cheating, in that we setup a U++ timer to call the lion code periodically.

<http://www.lundman.net/wiki/index.php/LiON>

---