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Subject: Re: RMI

Posted by [fallingdutch](#) on Mon, 23 Apr 2007 06:04:08 GMT

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zsolt wrote on Sun, 22 April 2007 10:17 I was thinking about creating some callback system for network communication, because in an event based system (GUI app) blocking calls are not the best.

I am working on the same, but wanted to extend it to all Files/Devices.

On Linux: poll with read/write

on Windows ReadFile, WriteFile with OVERLAPPED and MsgWaitOnMultipleObjects

the Problem i have to solve at the moment is how to get the numbers of bytes in the buffer at a communication device on Windows. On Linux I use a nonblocking read, it returns the number of bytes read or gives the error wouldblock if nothing is in the buffer.

Do you have any Ideas?

Bas

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