Subject: Re: Socket review and reimplementation
Posted by zsolt on Mon, 23 Apr 2007 21:11:42 GMT

Thanks for working on that.
May I suggest to implement the loop using some pluggable interfaces?

I mean, that in some situations (e.g. web servers), a fully featured mainloop is not needed, but performance is much more important. An other aspect is, that Unixes don't have a generic event handling interface, that can be used for every type of events, like MsgWaitForMultipleObjects on Windows.

I would prefer an extensible API, usable like this or something similar:

MainLoop<StdLoop> mainloop;
or
MainLoop<LibeventLoop> mainloop;

For simple TCP servers on unixes, using libevent as an option some way would be a killer solution because of it's performance.