
Subject: Re: Socket review and reimplementation
Posted by [lundman](#) on Tue, 24 Apr 2007 01:04:54 GMT
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Having written my own network/event/ssl library, there are some finer things to be aware of, but no-show-stoppers.

Using `select()` is fine, even under windows, but be aware that Windows don't like an empty `select()` call. Using `poll()` instead, if it exists is trivial.

Non-blocking was fine, but `socketpair` do not work in Windows, had to use a localhost-tcp connection (same for NetBSD in non-blocking mode). Non-blocking files in Windows are tricky, if you want to be compatible with all of the versions of Windows. The only way I could see to do it, using one code base, was to start read/write threads. (I dislike using threads, but 95/98/Me did not support any ASync calls, and I wanted to support all versions of Windows, at the time).

Anyway, when it comes to Networking, and SSL, I consider myself to be close to an expert, but alas, complete newbie when it comes to U++

All sources etc are available for peekage:

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

Sample code:

<http://www.lundman.net/unix/lion-example.c>