

comp.unix.programmer: Trying to learn Non-Blocking sockets on Solaris 8, please help! ready to fork() it.

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ok I've tried for the last two days to get some good information on how to setup a non-blocking socket. I've found limited information on fcntl and ioctl, but no secure meat on the matter. I have tried just opening a socket and using the ioctl(...) to set it to non-blocking however the compiler (gcc and CC) both complain about the function ioctl not having a prototype.

```
/* set to non-blocking */
int dummy = 1;
if(ioctl(listenerSD, FIONBIO, (char *) &dummy) < 0)
{
    cout << "non-blocking failed." << endl;
    return 0;
}
```

I am including `<sys/ioctl.h>` and all the necessary sockets libraries. is there perhaps an option I need to pass to the compiler to link to a library (`-lsocket -lnfs` or what ever).

Next Question would be, once(if) I've established a non-blocking socket how do I check if there are messages/connection, not sure what to calls them, waiting to be handled. I'm starting to think that one would use the read function, if so how does that work, does it retrieve this from some kind of queue? and at some point I check if there is anything in the queue then retrieve it?

I'm just really confused as far as getting the non-blocking socket set up and how to use it, all the other posts talk about the different variables you can pass, well I guess that is setting it up, but i'm still confused. Also I've yet to see an example of this code in context, so I wonder, where should this be called? if thats now relevant how would I determine where I should call. Questions Question! Next question, Whats the difference between fcntl and ioctl? and what about setsockopt function, can it be used to set the socket to non-blocking?

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Perhaps there are some very thorough tutorials that I am missing in my google/google group searches that some one could point out to me. Or if some one could show me how to properly set the socket up as non-blocking and how to read from it I would be very gratefull.

I've also read forking with blocking as an option. Not sure if this is a viable solution but would it be similiar if you forked of a seperate process with the listener socket and each time a connection was accepted fork it off to yet another process so that the original process could continue listening? if thats an option what be the advantage of forking the program over using non-blocking sockets.