Tech Info Library

A/UX Sockets and FASYNC Signal

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Article Change History

08/31/92 - REVIEWED
          o For technical accuracy.

TOPIC ---

I'm trying to port a BSD sockets-based application to A/UX. I'm running
on Sun and DEC Ultrix platforms.

My problem is I can't find support for sending asynchronous signals via
sockets. Other platforms have a flag in the file control header
/usr/include/fcntl.h called "fasync". The flag is needed to send
asynchronous signals.

Does Apple support this feature?

DISCUSSION --

We looked into the /usr/include/fcntl.h file on an Apple Campus UNIX
machine (apple.com, a BSD 4.3 UNIX system), and the FASYNC flag is defined
in the /usr/include/fcntl.h header file. In A/UX, instead of defining in
the /usr/include/fcntl.h file, it is defined in the
"/usr/include/sys/file.h" file with this statement:

    #define   FASYNC   0x00000040   /* signal pgrp when data ready */

Therefore, we think it is supported in A/UX because the BSD socket library
is supported under A/UX.
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Keywords: <None>

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