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Thread: [Windows Async Networking library](#)

Atsuta - November 22, 2019, 3:41 pm

I wrote a networking library built on Windows IOCP it supports multiple simultaneous connections on multiple simultaneous listening ports as well as connecting to different endpoints.

It's really simple to use since I've found people on HF in the C/C++ section are terrible when it comes to trying to create networking based applications with async I/O

The project can be found here:
github.com/yousopunny/Atsuta

The README explains how to use the library.

Enjoy.

0xDEAD10CC - November 22, 2019, 11:39 pm

Why only track header files in source control and then add the lib as a release?

realsunjester - November 22, 2019, 11:53 pm

im not going to use it but i appreciate someone pushing code. good job.

Atsuta - November 23, 2019, 3:15 am

(Nov 23, 2019 12:39 AM)0xDEAD10CC Wrote: [\[CITE\]](#) Why only track header files in source control and then add the lib as a release?

Good question.. took care of it

0xDEAD10CC - November 24, 2019, 2:09 pm

(Nov 23, 2019 04:15 AM)Atsuta Wrote: [\[CITE\]](#) Good question.. took care of it

Not even in the slightest, I'm referring to the lack of source code entirely; you only have the relevant headers.