



Rocky Enterprise Linux 9.2 Manual Pages on command 'IO::Async::Loop::Epoll.3pm'

C:\>man IO::Async::Loop::Epoll.3pm

IO::Async::Loop::Epoll(3pm) User Contributed Perl DocumentationIO::Async::Loop::Epoll(3pm)

NAME

"IO::Async::Loop::Epoll" - use "IO::Async" with "epoll" on Linux

SYNOPSIS

```
use IO::Async::Loop::Epoll;
use IO::Async::Stream;
use IO::Async::Signal;
my $loop = IO::Async::Loop::Epoll->new();
$loop->add( IO::Async::Stream->new(
    read_handle => \*STDIN,
    on_read => sub {
        my ( $self, $buffref ) = @_;
        while( $$buffref =~ s/^(.*)r?\n// ) {
            print "You said: $1\n";
        }
    },
));
$loop->add( IO::Async::Signal->new(
    name => 'INT',
    on_receipt => sub {
        print "SIGINT, will now quit\n";
        $loop->loop_stop;
```

```
    },  
  );  
  $loop->loop_forever();
```

DESCRIPTION

This subclass of `IO::Async::Loop` uses `epoll(7)` on Linux to perform read-ready and write-ready tests so that the $O(1)$ high-performance multiplexing of Linux's `epoll_pwait(2)` syscall can be used.

The "epoll" Linux subsystem uses a persistent registration system, meaning that better performance can be achieved in programs using a large number of filehandles.

Each `epoll_pwait(2)` syscall only has an overhead proportional to the number of ready filehandles, rather than the total number being watched. For more detail, see the `epoll(7)` manpage.

This class uses the `epoll_pwait(2)` system call, which atomically switches the process's signal mask, performs a wait exactly as `epoll_wait(2)` would, then switches it back. This allows a process to block the signals it cares about, but switch in an empty signal mask during the poll, allowing it to handle file IO and signals concurrently.

CONSTRUCTOR

`new`

```
$loop = IO::Async::Loop::Epoll->new()
```

This function returns a new instance of a "IO::Async::Loop::Epoll" object.

METHODS

As this is a subclass of `IO::Async::Loop`, all of its methods are inherited. Expect where noted below, all of the class's methods behave identically to "IO::Async::Loop".

`loop_once`

```
$count = $loop->loop_once( $timeout )
```

This method calls `epoll_pwait(2)`, and processes the results of that call. It returns the total number of "IO::Async::Notifier" callbacks invoked, or "undef" if the underlying "epoll_pwait()" method returned an error. If the "epoll_pwait()" was interrupted by a signal, then 0 is returned instead.

SEE ALSO

? `Linux::Epoll - O(1) multiplexing for Linux`

? IO::Async::Loop::Poll - use IO::Async with poll(2)

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