Welcome to the libuv documentation

Overview

libuv is a multi-platform support library with a focus on asynchronous I/O. It was primarily developed for use by Node.js, but it's also used by Luvit, Julia, uvloop, and others.

> **Note**
>
> In case you find errors in this documentation you can help by sending pull requests!

Features

- Full-featured event loop backed by epoll, kqueue, IOCP, event ports.
- Asynchronous TCP and UDP sockets
- Asynchronous DNS resolution
- Asynchronous file and file system operations
- File system events
- ANSI escape code controlled TTY
- IPC with socket sharing, using Unix domain sockets or named pipes (Windows)
- Child processes
- Thread pool
- Signal handling
- High resolution clock
- Threading and synchronization primitives

Documentation

System Message: ERROR/3 (`D:\onboarding-resources\sample-onboarding-resources\node-master\deps\uv\docs\src\[node-master][deps][uv][docs][src]index.rst, line 43`)

Unknown directive type "toctree".

```
.. toctree::
   :maxdepth: 1

   design
   api
   guide
   upgrading
```

Downloads

libuv can be downloaded from here.

Installation

Installation instructions can be found in the README.