:c:type:`uv_req_t` --- Base request

uv_req_t is the base type for all libuv request types.

Structures are aligned so that any libuv request can be cast to *uv_req_t*. All API functions defined here work with any request type.

Data types

```
.. c:type:: uv_req_t

    The base libuv request structure.
```

```
.. c:type:: uv_any_req

    Union of all request types.
```

Public members

```
.. c:member:: void* uv_req_t.data

    Space for user-defined arbitrary data. libuv does not use this field.
```

```
.. c:member:: uv_req_type uv_req_t.type

    Indicated the type of request. Readonly.

    ::

        typedef enum {
            UV_UNKNOWN_REQ = 0,
            UV_REQ,
            UV_CONNECT,
            UV_WRITE,
            UV_SHUTDOWN,
            UV_UDP_SEND,
            UV_FS,
            UV_WORK,
            UV_GETADDRINFO,
            UV_GETNAMEINFO,
            UV_REQ_TYPE_MAX,
        } uv_req_type;
```

API

```
Sets `req->data` to `data`.

.. versionadded:: 1.19.0
```

```
.. c:function:: uv_req_type uv_req_get_type(const uv_req_t* req)

    Returns `req->type`.

    .. versionadded:: 1.19.0
```

```
.. c:function:: const char* uv_req_type_name(uv_req_type type)

    Returns the name for the equivalent struct for a given request type,
    e.g. `"connect"` (as in :c:type:`uv_connect_t`) for `UV_CONNECT`.

    If no such request type exists, this returns `NULL`.

    .. versionadded:: 1.19.0
```