

# 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](#).