

Apps / VM

- [BIND 9](#): DNS software system including an authoritative server, a recursive resolver and related utilities.
- [cjdns](#): Encrypted self-configuring network/VPN routing engine
- [clearskies_core](#): Clearskies file synchronization program. (C++11)
- [CMake](#): open-source, cross-platform family of tools designed to build, test and package software
- [Coherence](#): Cryptographic server for modern web apps.
- [DPS-For-IoT](#): Fully distributed publish/subscribe protocol.
- [HashLink](#): Haxe run-time with libuv support included.
- [Haywire](#): Asynchronous HTTP server.
- [H2O](#): An optimized HTTP server with support for HTTP/1.x and HTTP/2.
- [Igorrr](#): a async Scheme http server base on libuv.
- [Julia](#): Scientific computing programming language
- [Kestrel](#): web server (C# + libuv + [ASP.NET Core](#))
- [Knot DNS Resolver](#): A minimalistic DNS caching resolver
- [Lever](#): runtime, libuv at the 0.9.0 release
- [libnode](#): C++ implementation of Node.js
- [libstorj](#): Library for interacting with Storj network
- [libuv_message_framing](#): Message-based communication for libuv
- [luaw](#): Lua web server backed by libuv
- [Luvit](#): Node.JS for the Lua Inventor
- [mo](#): Scheme (guile) + libuv runtime
- [MoarVM](#): a VM for [Rakudo Raku](#)
- [Mysocks](#): a cross-platform [Shadowsocks](#) client
- [mediasoup](#): Powerful WebRTC SFU for Node.js
- [Neovim](#): A major refactor of Vim.
- [node9](#): A portable, hybrid, distributed OS based on Inferno, LuaJIT and Libuv
- [node.js](#): Javascript (using Google's V8) + libuv
- [node.native](#): node.js-like API for C++11
- [nodeuv](#): An organization with several c++ wrappers for libs which are used in node.js.
- [phastlight](#): Command line tool and web server written in PHP 5.3+ inspired by Node.js
- [pilight](#): home automation ("domotica")
- [pixie](#): clojure-inspired lisp with a tracing JIT
- [potion/p2](#): runtime
- [racer](#): Ruby web server written as an C extension
- [spider-gazelle](#): Ruby web server using libuv bindings
- [Suave](#): A simple web development F# library providing a lightweight web server and a set of combinators to manipulate route flow and task composition
- [Swish](#): Concurrency engine with Erlang-like concepts. Includes a web server.
- [Trevi](#): A powerful Swift Web Application Server Framework Project
- [Urbit](#): runtime
- [uv_callback](#): libuv thread communication
- [uvloop](#): Ultra fast implementation of python's asyncio event loop on top of libuv
- [Wren CLI](#): For io, process, scheduler and timer modules

Other

- [libtuy](#): libuv fork for IoT and embedded systems

Bindings

- [Ring](#)
 - [RingLibuv](#)

- Ruby
 - [libuv](#)
 - [uvrb](#)
 - [ruv](#)
 - [rbuv](#)
 - [mruby-uv](#): mruby binding
- Lua
 - [luv](#)
 - [lev](#)
 - [lluv](#)
- C++11
 - [uvpp](#) - Not complete, exposes very few aspects of `libuv`
- C++17
 - [uvw](#) - Header-only, event based, tiny and easy to use *libuv* wrapper in modern C++.
- Python
 - [Pyuv](#)
 - [uvloop](#) - Ultra fast asyncio event loop.
 - [gevent](#) - Coroutine-based concurrency library for Python
- C#
 - [NetUV](#)
 - [LibuvSharp](#)
- Perl 5
 - [UV](#)
- Raku
 - [MoarVM](#) [uses](#) libuv
- PHP
 - [php-uv](#)
- Go
 - [go-uv](#)
- OCaml
 - [luv](#)
 - [uwt](#)
- ooc
 - [ooc-uv](#)
- dylan
 - [uv-dylan](#)
- R
 - [httpuv](#): HTTP and WebSocket server library for R
 - [fs](#): Cross-platform file system operations
- Java
 - [libuv-java](#): Java bindings
- Nim
 - [nimuv](#): Nim bindings
- Lisp
 - [cl-libuv](#) Common Lisp bindings

- [cl-async](#) Common Lisp async abstraction on top of cl-libuv
- [Céu](#)
 - [Céu-libuv](#)
- Delphi
 - [node.pas](#) NodeJS-like ecosystem
- Haskell
 - [Z.Haskell](#)