CTS libevent 2011年4月15日 _set_sig ← main conn_client_list_init — ─>client_list = (struct conn_client **) malloc(CLIENT_POOL_BASE_SIZE * sizeof(struct conn_client *)) thread_init —> MAX_TNUM*thread_worker_new —> pthread_create(&worker->tid, &thread_attr, thread_worker_init, (void *) worker) malloc(worker) thread_worker_process read() fd 获取client号 base_init 根据client号conn_client_list_get获取conn_client conn_tcp_server(server) listen 6666 EV_READ _PERSIST conn setnonblock conn_tcp_server_on_data event_base_loop read完了server->on_data_callback EV_READ | EV_PERSIST server->on_data_callback conn_tcp_server_accept accept conn_send_data printf("read_buffer:%s\n", p); add_new_conn_client /* ADD New connection client */conn_client_free conn_client_clear conn_client_list_find_free

write(worker_list[worker_id]->notify_send_fd, &c_id, sizeof(int))

向worker的notify pipe写c_id

thread_list_find_next

conn_setnonblock

thread_worker_dispatch —