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Reference

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ios_base

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Networking 4 Game Devs
64 Network DO's and DON'Ts for Game Developers

public member type
std::ios_base::event
<ios> <iostream>
enum event;
Type to indicate event type
Enum type used as the first parameter in functions registered with ios_base::register_callback. This argument identifies the type of event that triggered the function call.

value	event triggered
copyfmt_event	on a call to ios::copyfmt (at the moment where all format flags have been copied, but before the exception mask is)
erase_event	on a call to the stream destructor (also called at the beginning of ios::copyfmt).
imbue_event	on a call to ios_base::imbue (just before the function returns).

This member enum type is defined within ios_base as:

```
enum event { erase_event, imbue_event, copyfmt_event };
```

See also
ios_base::register_callback Register event callback function (public member function)

http://www.cplusplus.com/reference/ios/ios_base/event/

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ios_base::width

ios_base::xalloc

member types:

ios_base::event

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PatchIT Updating Librar

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