

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

- [Design overview](#)
- [API documentation](#)
- [User guide](#)
- [Upgrading](#)

Downloads

libuv can be downloaded from [here](#).

Installation

Installation instructions can be found in [the README](#).



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