#include <stdint.h>

#include <stdlib.h>

#include <sys/socket.h>

#include "dat.h"

struct Server srv = {

Portdef,

NULL,

NULL,

{

Filesizedef,

},

};

void

srvserve(Server \*s)

{

int r;

Socket \*sock;

int64 period;

if (sockinit() == -1) {

twarnx("sockinit");

exit(1);

}

s->sock.x = s;

s->sock.f = (Handle)srvaccept;

s->conns.less = (Less)connless;

s->conns.rec = (Record)connrec;

r = listen(s->sock.fd, 1024);

if (r == -1) {

twarn("listen");

return;

}

r = sockwant(&s->sock, 'r');

if (r == -1) {

twarn("sockwant");

exit(2);

}

for (;;) {

period = prottick(s);

int rw = socknext(&sock, period);

if (rw == -1) {

twarnx("socknext");

exit(1);

}

if (rw) {

sock->f(sock->x, rw);

}

}

}

void

srvaccept(Server \*s, int ev)

{

h\_accept(s->sock.fd, ev, s);

}