

Anubis - Feature #24

Generic and open interface for sockets

10/12/2007 07:12 AM - Anonymous

<b>Status:</b>	New	<b>Start date:</b>	
<b>Priority:</b>	Normal	<b>Due date:</b>	
<b>Assignee:</b>		<b>% Done:</b>	0%
<b>Category:</b>	General	<b>Estimated time:</b>	0.00 hour
<b>Target version:</b>	1.x	<b>Triage Stage:</b>	
<b>Platform:</b>			
<b>Resolution:</b>			
<b>Description</b>			
<p>We absolutely need to have a generic and opened Anubis API for BSD sockets. The current API is very very restrictive and doesn't allow to do any thing other than simple and basic TCP/IP.</p> <p>We can't do any socket configuration nor use any other protocol than TCP or UDP.</p>			

History

#1 - 10/12/2007 10:38 AM - Alain Prouté

- Status changed from New to Assigned

I propose to do that in 3 steps:

- (1) Propose a **precise** interface to be inserted into predefined.anubis; i.e. declarations of all primitives needed. The discussion will determine the best way of balancing needs and the Anubis philosophy.
- (2) When the interface is okay, I will prepare the primitives in syscall.cpp, giving access to the arguments, and preparing allocations (if needed) for results.
- (3) You will have to complete the primitives in syscall.cpp for the actual manipulation of sockets.

#2 - 10/18/2007 05:56 AM - Anonymous

- Status changed from Assigned to New

The VM implementation is done but still need to be tested.

The INET socket API in Anubis has not be written.