



# Tech Info Library

## A/UX Sockets and FASYNC Signal

Revised: 9/24/92  
Security: Everyone

A/UX Sockets and FASYNC Signal

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### Article Change History

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08/31/92 - REVIEWED  
o For technical accuracy.

### TOPIC -----

I'm trying to port a BSD sockets-based application to A/UX. I'm running on Sun and DEC Ultrix platforms.

My problem is I can't find support for sending asynchronous signals via sockets. Other platforms have a flag in the file control header /usr/include/fcntl.h called "fasync". The flag is needed to send asynchronous signals.

Does Apple support this feature?

### DISCUSSION -----

We looked into the /usr/include/fcntl.h file on an Apple Campus UNIX machine (apple.com, a BSD 4.3 UNIX system), and the FASYNC flag is defined in the /usr/include/fcntl.h header file. In A/UX, instead of defining in the /usr/include/fcntl.h file, it is defined in the "/usr/include/sys/file.h" file with this statement:

```
#define FASYNC 0x00000040 /* signal pgrp when data ready */
```

Therefore, we think it is supported in A/UX because the BSD socket library is supported under A/UX.

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