

# Package ‘AsioHeaders’

December 8, 2022

**Type** Package

**Title** 'Asio' C++ Header Files

**Version** 1.22.1-2

**Date** 2022-12-07

**Author** Dirk Eddelbuettel

**Maintainer** Dirk Eddelbuettel <edd@debian.org>

**Description** 'Asio' is a cross-platform C++ library for network and low-level I/O programming that provides developers with a consistent asynchronous model using a modern C++ approach. It is also included in Boost but requires linking when used with Boost. Standalone it can be used header-only (provided a recent compiler). 'Asio' is written and maintained by Christopher M. Kohlhoff, and released under the 'Boost Software License', Version 1.0.

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**URL** <https://github.com/eddelbuettel/asioheaders>,  
<https://dirk.eddelbuettel.com/code/asioheaders.html>

**BugReports** <https://github.com/eddelbuettel/asioheaders/issues>

**NeedsCompilation** no

**Repository** CRAN

**Date/Publication** 2022-12-08 08:12:34 UTC

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AsioHeaders-package     *The Asio C++ Library for Network and Low-Level I/O Programming*

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## Description

Asio is a cross-platform C++ library for network and low-level I/O programming that provides developers with a consistent asynchronous model using a modern C++ approach.

## Details

Asio is a cross-platform C++ library for network and low-level I/O programming that provides developers with a consistent asynchronous model using a modern C++ approach.

Asio is also included in Boost but requires linking when used with Boost. Standalone it can be used header-only provided a recent-enough compiler.

Bug reports can also be registered at the GitHub issue tracker at <https://github.com/eddelbuettel/asioheaders/issues>.

## Author(s)

Dirk Eddelbuettel

Maintainer: Dirk Eddelbuettel <edd@debian.org>

## References

<https://think-async.com/Asio/>

## See Also

The <https://github.com/eddelbuettel/rcppasioexample> package provides a simple illustration and example of using this package. It can be used to both assert compiler and setup are working correctly, and form a basis to extend work from. Generally speaking, only a 'LinkingTo: AsioHeaders' should be needed, plus on Windows only a very simple link instruction in src/Makevars.win adding `PKG_LIBS = -lws2_32 -lws2_32`.

## Examples

# None

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