**Suricata - Feature #1752**

**Netmap for Windows**

03/27/2016 04:52 AM - Victor Julien

<table>
<thead>
<tr>
<th>Status:</th>
<th>New</th>
</tr>
</thead>
<tbody>
<tr>
<td>Priority:</td>
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</tr>
<tr>
<td>Assignee:</td>
<td>Community Ticket</td>
</tr>
<tr>
<td>Category:</td>
<td></td>
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<tr>
<td>Target version:</td>
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</tr>
<tr>
<td>Effort:</td>
<td>medium</td>
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<tr>
<td>Difficulty:</td>
<td>medium</td>
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**Description**

"netmap is a framework for high speed packet I/O. Together with its companion VALE software switch, it is implemented as a single kernel module and available for FreeBSD, Linux and now also Windows"

Don’t know if it will work with Cygwin.

**History**

#1 - 03/27/2016 05:04 AM - Peter Manev
- Assignee set to Peter Manev

That is a good point - pending it works as expected it should offer a much better performance than the "pcap" mode.

#2 - 03/27/2016 05:10 AM - Victor Julien

I guess it should work with Cygwin :)

#3 - 07/26/2017 10:26 AM - Victor Julien
- Assignee changed from Peter Manev to Anonymous

#4 - 07/13/2018 07:38 PM - Victor Julien
- Effort set to medium
- Difficulty set to medium

#5 - 02/21/2019 10:35 AM - Victor Julien
- Priority changed from Normal to Low

#6 - 02/23/2019 10:18 PM - Andreas Herz
- Assignee set to Community Ticket