



worker.loop: thread event loop

connection.timeout: callback, invoked on connection timeout

connection.io: callback, invoked on connection I/O activity

listener.accept: callback, invoked on new client

plugin.io: callback, for some random external plugin I/O activity

connection.start: initiates connection processing

connection.readSome: reads as much as possible (non-blocking)

connection.writeSome: writes as much as possible (non-blocking)

connection.watchRead: registers io-callback for non-blocking read

connection.watchWrite: registers io-callback for non-blocking write

connection.process: processes the queued request buffer

connection.abort: performs actions on client-side abort

connection.close: initiates connection-close

connection.resume: initiates keep-alive-read or directly queuing pipelined request.

request.write: writes some reply chunk

request.finish: indicates, that the request has been fully written (into the connection queue)

request.finalize: invoked when everything for the current request has been sent out