

Iterate queued *HttpEvent*s and read incoming data.
This is also where the server will detect *yeild*ing callbacks and *HttpConsumers*.

Iterate queued HttpEvents and send 1 commit of each request to the client...

This is also where the server will deal with generators accordingly.

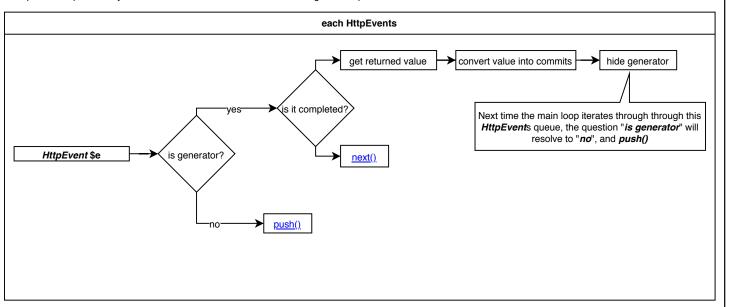
HTTP

Read

Write HTTP

WebSockets

A request is dequeued only when all commits have been sent or when a generator produces an error.



Try push messages once and then try read messages once.