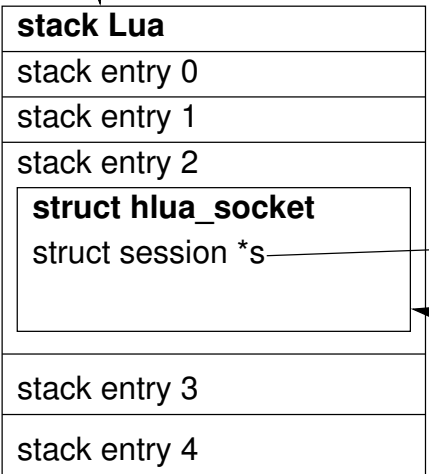**struct hlua_task**
struct task *task

struct hlua
lua_State *T
stop_list *stop

struct session
struct task *task

struct hlua
lua_State *T
stop_list *stop

(list)

struct hlua_socket_com
struct task *task

(list)

stack Lua

stack entry 0

stack entry 1

stack entry 2

struct hlua_socket
struct session *s

stack entry 3

stack entry 4

struct session

struct stream_interface si[0]
enum obj_type *end

struct appctx

struct <lua>
struct hlua_tcp *rd
struct hlua_tcp *wr
struct hlua_socket *s

● hlua_tcp_gc()
Called just before the object
garbaging

● update_tcp_handler()
Called on each change on the
tcp connection state.

● hlua_tcp_release()
Called when the applet is destroyed.