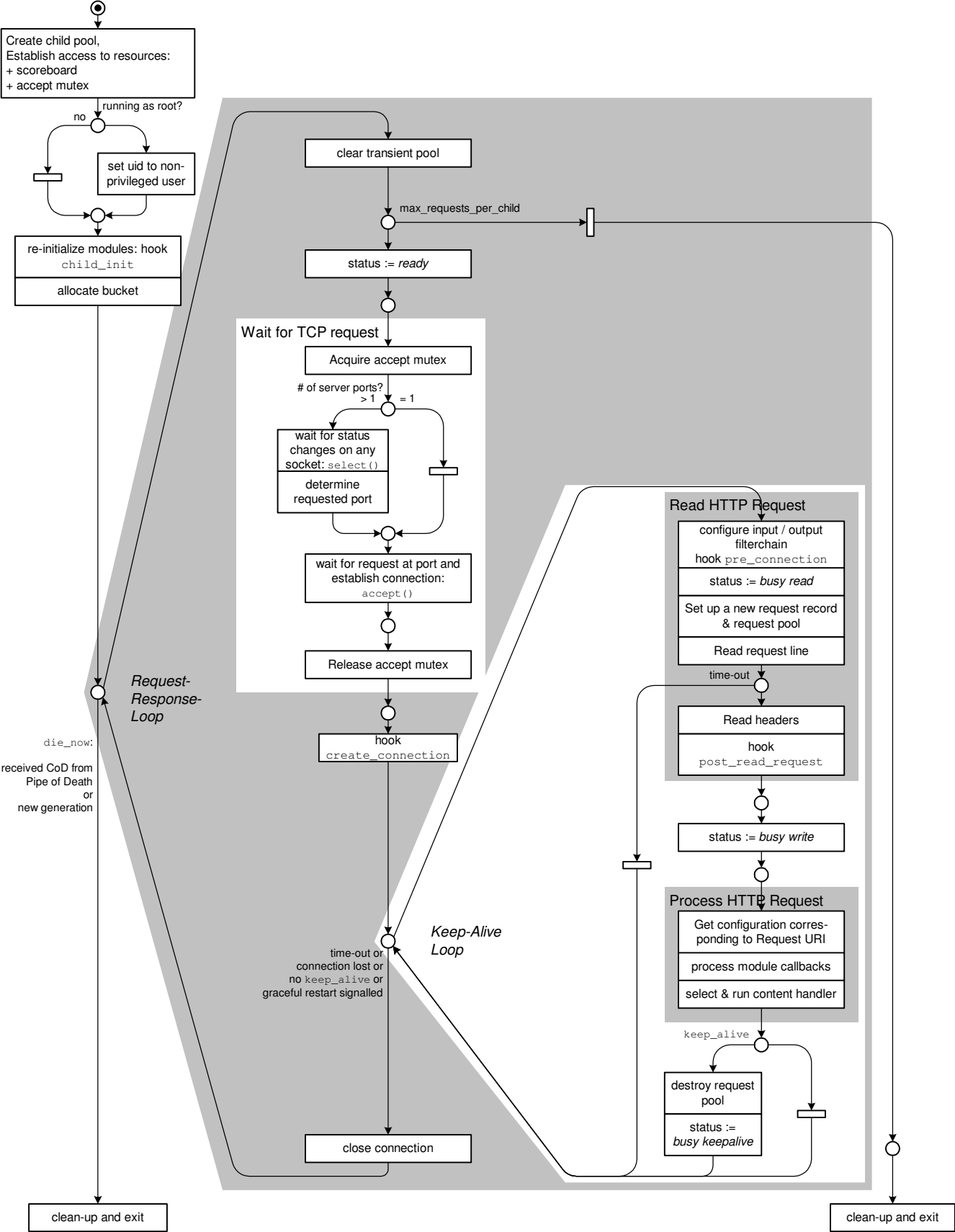
Create child pool,
Establish access to resources:
+ scoreboard
+ accept mutex
running as root?
no
set uid to non-privileged user
re-initialize modules: hook child_init
allocate bucket
clear transient pool
max_requests_per_child
status := ready
Wait for TCP request
Acquire accept mutex
# of server ports?
> 1
= 1
wait for status changes on any socket: select()
determine requested port
wait for request at port and establish connection: accept()
Release accept mutex
hook create_connection
Request-Response-Loop
die_now:
received CoD from Pipe of Death
or
new generation
Read HTTP Request
configure input / output filterchain hook pre_connection
status := busy read
Set up a new request record & request pool
Read request line
time-out
Read headers
hook post_read_request
status := busy write
Process HTTP Request
Get configuration corres-ponding to Request URI
process module callbacks
select & run content handler
Keep-Alive Loop
time-out or
connection lost or
no keep_alive or
graceful restart signalled
keep_alive
destroy request pool
status := busy keepalive
close connection
clean-up and exit
clean-up and exit