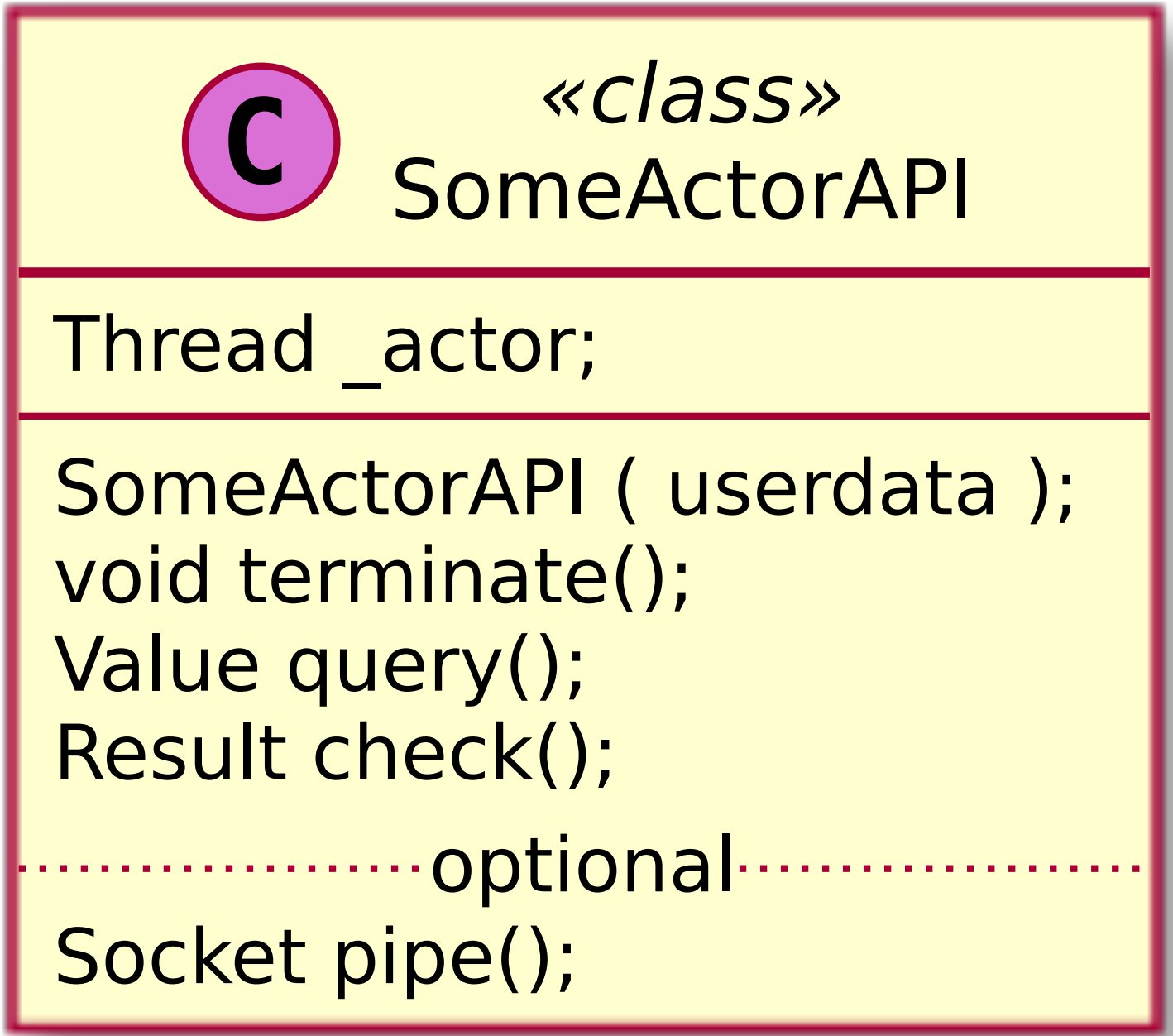

C
«class»
SomeActorAPI
Thread _actor;
SomeActorAPI (userdata);
void terminate();
Value query();
Result check();
optional
Socket pipe();