



**C++ universe**

**C++ class hierarchy**

**Lua universe**

**Proxy tables**

**Instances**

**BINDING**

**USER**

**Lua REGISTRY**

REQUEST:  
create node

RESPONSE:  
reference to node

USAGE:  
reference to node

pre-defined  
methods  
Init() ...

copy methods

Instantiate (create)

specific  
methods  
getLosses()

netlist  
methods  
get\_suc() ...

generic  
methods  
export() ...

virtual  
methods

mux  
cc-time  
cmembers

in1out  
cc-time  
cmembers

ino  
cc-time  
cmembers

root  
cc-time  
cmembers

\_mux  
proxy  
cmembers

in1out  
proxy  
cmembers

ino  
proxy  
cmembers

root  
proxy  
cmembers

instance  
(userdata)

instance  
(userdata)

Init() ...

Init() ...

key inoto registry

userdata  
run-time  
lmembers

run-time  
methods  
per instance

userdata  
run-time  
lmembers

run-time  
methods  
per instance

pre-defined  
methods  
connect()  
finish()...

set/get

set/get

set/get

set/get

meta

meta

meta

meta

meta

meta

meta