

Agent

[English](#) | 

[architecture.md](#)  session/event  agent/*  

sequenceDiagram

participant User

participant Agent

participant Driver

participant Hooks as hook listeners

participant Prompt as ctx.systemPrompt

participant LLM as ctx.llm

participant Tools as ctx.tools

participant Session

participant SDK as UI or SDK listener

User->>Agent: followup(content)

Agent-->>SDK: `agent/inbox/spliced`

Agent-->>SDK: `agent/inbox/inserted` { message }

Agent->>Driver: queued work wakes driver

Driver-->>SDK: `agent/status` running

Driver->>Session: `turn/start`

Note over Agent,Driver: claim pending next-step input plus one queued prompt

Driver-->>SDK: `agent/inbox/spliced` pure deletion

Driver-->>SDK: `agent/inbox/claimed` { message, turn } per message

Driver->>Hooks: `agent/pre-step` waterfall

Hooks-->>Driver: authoritative reject or enter(messages)

alt proposed step rejected or pre-step failed

Driver-->>Driver: claimed batch stays removed, the open turn spends no step

else enter proposed step

Driver->>Session: `step/start`

Driver->>Session: `user/message` per entered message

Driver->>Prompt: `system-prompt/assemble` waterfall

Driver->>LLM: `agent/request` waterfall, then `llm/stream` waterfall

LLM-->>Driver: StreamChunk*

Driver->>Session: `assistant/chunk`*

Session-->>SDK: `session/event` `assistant/chunk`*

Driver-->>SDK: `agent/status` idle

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