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## Overview of the Manual

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The *LOOPS Reference Manual* provides a detailed description of all the methods, functions, classes, and other items available in the Lisp Object-Oriented Programming System, LOOPS. This manual describes the Medley Release of LOOPS, which runs under Medley.

This manual is for people who are familiar with LOOPS programming principles, and is not intended to teach you LOOPS or how to use it. Please contact your LOOPS distributor for information about classes and training material.

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## Organization of the Manual and How to Use It

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This manual is divided into chapters, with most chapters focusing on a particular aspect of LOOPS. The organization of this manual is similar to the *Interlisp-D Reference Manual*.

A Table of Contents is included at the beginning of the manual to help you find specific material. At the end of the manual, a Glossary is included to define terms within the context of LOOPS.

All readers should review Chapter 1, Introduction, before referring to specific material.

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## Conventions

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This manual uses the following conventions:

- Case is significant in LOOPS and Lisp. All selectors, methods, arguments, etc., must be typed as shown. Typically, this means that method names are capitalized and variables are not.
- Arguments appear in italic type. Optional arguments are indicated by a dash (-).
- Selectors, methods, functions, objects, classes, and instances appear in bold type.

For example, a message sending form appears as follows:

`(← self Selector Arg1 Arg2 -)`

- Examples appear in the following typeface:

`89← (←LOGIN)`

- All examples are typed into an Interlisp Exec. This is the recommended Exec for all LOOPS expressions.

- Methods with an exclamation mark (!) suffix usually perform operations deeply into class structure instead of only on a given object.
- Methods with a question mark (?) suffix usually are predicates; that is, truth functions.
- Method names often appear in the form **ClassName.SelectorName**.
- Cautions describe possible dangers to hardware or software.
- Notes describe related text.

This manual describes the LOOPS items (functions, methods, etc.) by using the following template:

- Purpose: Gives a short statement of what the item does.
- Behavior: Provides the details of how the item operates.
- Arguments: Describes each argument in the following format:
- | <i>argument</i> | Description |
|-----------------|-------------|
|-----------------|-------------|
- Returns: States what the item returns, and does not appear if the item does not return a value. The phrase "Used as a side effect only." means that the purpose of the item is to perform a computation or action that is independent of any returned value, not to return a particular value.
- Categories: A way to group related methods. For example, all the methods related to Masterscope on the class **FileBrowser** have the category Masterscope, not **FileBrowser**. This item appears only for methods.
- Specializes: The next higher class in the class hierarchy that contains a method with the same selector; only appear for methods. For example, **the manual entry for RectangularWindow.Open** would say that it specializes **Window.Open**, since **Window** is the first superclass of **RectangularWindow** that implements a method for **Open**.
- Specializations: The next lower class(es) in the class hierarchy that contains method(s) with the same selector; only appears for methods. For example, the manual entry for **Window.Open** would say that it has a specialization of **RectangularWindow.Open** since **RectangularWindow** is a subclass of **Window** and has its own version of **Open** method.
- Example: An example is often included to show how to use the item and what result it produces. Some examples may appear differently on your system, depending on the settings of various print flags. See Chapter 18, Reading and Printing, for details.

## References

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The following books and manuals augment this manual.

*LOOPS Library Modules Manual*

*LOOPS Users' Modules Manual*

*Interlisp-D Reference Manual*

*Common Lisp: the Language* by Guy Steele

*Common Lisp Implementation Notes, Medley Release*

*Lisp Release Notes, Medley Release*

*Lisp Library Modules Manual, Medley Release*

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