## Overview of the Manual

These Release Notes describe the Lyric/Medley Release of software for Xerox's Lisp Object-Oriented Programming System, LOOPS (TM). This document is directed to the people responsible for installing and testing LOOPS.

This manual describes the Lyric/Medley Release of LOOPS, which runs under the Lyric and Medley (with a small patch) Releases of Lisp.

## Organization of the Manual and How to Use It

These Release Notes contain important information about the Lyric/Medley Release of LOOPS. The following chapters outline the major features of LOOPS, and highlight the principal differences between this and previous versions of LOOPS.

All readers should carefully read Chapter 1, Release Overview, Chapter 5, Reporting Procedure, and Chapter 6, Known Problems. Reading Chapter 2, Changes from Koto LOOPS, and Chapter 3, Release Documentation, is recommended for all readers. People responsible for installing LOOPS should read Chapter 4, Installation Procedures.

## Conventions

These Release Notes use the following conventions:

- Case is significant in LOOPS and Lisp. All selectors, methods, arguments, etc., must be typed as shown.
- Arguments appear in italic type.
- Selectors, methods, functions, objects, classes, and instances appear in bold type.

For example, a method appears as follows:

 $(\leftarrow self \text{ Selector } Arg1 Arg2)$ 

· Examples appear in the following typeface:

 $89 \leftarrow (\leftarrow \text{LOGIN})$ 

- All examples are typed into an Interlisp Exec. This is the recommended Exec for all LOOPS expressions.
- Cautions describe possible dangers to hardware or software.
- Notes describe related text.

## References

The following books and manuals augment this manual. LOOPS Reference Manual LOOPS Library Modules Manual LOOPS Users' Modules Manual Interlisp-D Reference Manual Common Lisp: the Language by Guy Steele Common Lisp Implementation Notes, Lyric Release Lisp Release Notes, Lyric and Medley Releases Lisp Library Modules Manual, Lyric and Medley Releases