LOOPS provides two special versions of message sending that start a separate process to run LOOPS methods. These are ←**Process** and ←**Process!** which are analogous to ← and ←**!**.

(←**Process** *obj sel arg1 ... argn*)   [Macro]

Purpose: Starts a new process to run the selected method on the object, *obj*.

Behavior: The method indicated by *sel* is run in a separate process for the given instance or class, *obj*. See the *Interlisp-D Reference Manual* for a discussion of processes.

Arguments: *obj*   A LOOPS object.

sel   Name of the method to be executed as a process.

arg1 ... argn
                    Arguments for the method specified in *sel.*

Returns: Pointer to a process data type.

Example: Assume the method **ClockTime** is added to the class **LCD**, as follows:

```
[Method ((LCD ClockTime
      self WaitTime DisplaySeconds?)
      (while T
             do (←@ self reading
                 [MKATOM (DATE (if DisplaySeconds?
                             then (DATEFORMAT NO.DATE)
                             else (DATEFORMAT NO.DATE NO.SECONDS])
                (← self Update)
                (BLOCK (OR WaitTime 1000]))
      (LCD.ClockTime)
```

ClockTime takes two arguments: **WaitTime**, the wait time between updates of the **LCD** reading, and **DisplaySeconds?**, a flag used to determine if seconds are to be displayed on the **LCD**. **ClockTime** runs an infinite loop which sets the **LCD** reading, updates the **LCD** display, and blocks the **ClockTime** loop to allow other system processes to run. The command

```
(←Process ($ LCDInstance1) ClockTime 60000)
```

adds the process **ClockTime** to the process list and **($ LCDInstance1)** becomes a digital clock which updates itself every minute.

(←**Process!** *obj sel arg1 .... argn*)   [Macro]

Purpose:	Starts a new process to run the selected method on the object *obj*. Like ←**Process**, except the argument *sel* is evaluated.
Behavior:	Evaluates *sel* returns a selector for a method of *obj*. This method is run on a separate process for the given instance or class, *obj*.
Arguments:	*obj* A LOOPS object.
	sel Name of the method to be executed as a process.
	arg1 .... argn Arguments needed for the method.
Returns:	Pointer to the process data type.
Example:	Assume the variable **LCDClock** is set to **ClockTime**, which is the method added to the **LCD** class as described for ←**Process**. The command

```
(←Process! ($ LCDInstance1) LCDClock 2000 T)
```

adds the process **LCDClock** to the process list and **($ LCDInstance)** becomes a digital clock with a seconds display which updates itself every two seconds.

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