***Mu*** ***Runtime*** ***Reference .***

**version *0.2.11***

***type keywords and aliases i***

*supertype T*

*bool* (),:nil are false, otherwise true

*condition* *keyword,* see **e*xceptions***

*list* :consor (),:nil

*ns* #s(:ns #(:t *fixnum symbol*))

*ns-designator ns*,:nil, :unqual

:null (),:nil

:char *char* 8 bit ASCII

:cons *cons, list* list, cons, dotted pair

:fixnum *fixnum, fix* 56 bit signed integer

:float *float*, *fl* 32 bit IEEE float

:func *function*, *fn* function

:keyword *keyword, key* symbol

:stream *stream* file or string type

:struct*struct*see **s*tructs***

:symbol *symbol, sym* LISP-1symbol

:vector *vector*, *string, str* typed vector

:bit :char :t

:byte :fixnum :float

***core .***

***apply*** *fn* *list* *T*apply *fn* to *list*

***compile*** *form* *T**mu* form compiler

***eq*** *T*  *T’ bool**T* and *T’* identical?

***eval*** *form* *T* evaluate *form*

***type-of*** *T* *key* type keyword

***view*** *for* *vector* vector of object

***fix*** *fn T*  *T* fixpoint of *fn*

***gc*** *bool* garbage collection

***repr***  *T* *vector* tag representation

***unrepr***  *vector*  *T* tag representation

***special*** ***forms .***

:lambda *list* . *list’ function* anonymous *fn*

:alambda *list* . *list’* *function* anonymous *fn*

:quote *T* *list* quoted form

:if*T T’ T’’ T conditional*

*vector* is an 8 element :byte vector

of little-endian argument tag bits.

***frames .***

*frame* binding:(*fn* . #(:t *…*))

***%frame-stack*** *list*active *frame*s

***%frame-pop*** *fn frame* pop *function’s* top

frame binding

***%frame-push*** *frame cons* push frame

***%frame-ref*** *fn fix T function*, offset

***symbols l***

***boundp*** s*ym bool* is*symbol* bound?

***make-symbol*** *string sym* uninterned *symbol*

***symbol-namespace*** *sym ns-designator*

*namespace designator*

***symbol-name*** *symbol string name binding*

***symbol-value*** *symbol T* value binding

***fixnums .***

***add*** *fix* *fix’* *fixnum*sum

***ash*** *fix* *fix’* *fixnum*arithmetic shift

***div*** *fix* *fix*’ *fixnum*quotient

***less-than*** *fix* *fix’* *bool fix* < *fix’?*

***logand*** *fix* *fix’* *fixnum*bitwise and

***lognot*** *fix* *fixnum*bitwise complement

***logor*** *fix* *fix*’ *fixnum*bitwise or

***mul*** *fix* *fix’* *fixnum*product

***sub*** *fix* *fix’* *fixnum*difference

***floats t***

***fadd*** *fl* *fl’* *float* sum

***fdiv*** *fl* *fl’* *float* quotient

***fless-than*** *fl* *fl’* *bool fl* < *fl’?*

***fmul*** *fl* *fl’* *float* product

***fsub*** *fl fl’* *float* difference

***conses/lists .***

***append*** *list* *list* append lists

***car*** *list* *T* head of *list*

***cdr*** *list* *T* tail of *list*

***cons*** *T* *T’* *cons* (*T* . *T*’)

***length*** *list* *fixnum* length of *list*

***nth*** *fix* *list* *T n*th *car* of *list*

***nthcdr*** *fix* *list* *T n*th *cdr* of *list*

***vectors .***

***make-vecto*r** *key* *list* *vector* specialized *vector*

from list

***vector-length*** *vector* *fixnum* length of *vector*

***vector-type*** *vector* *key* type of *vector*

***svref*** *vector* *fix* *T* *n*th element

***namespaces .***

*runtime namespaces: mu (static)*, *keyword*

***make-namespace*** *str* *ns* make *namespace*

***namespace-name*** *ns string namespace* name

***intern*** *ns str value symbol* intern symbol

in non-static

*namespace*

***find-namespace*** *str* *ns* map *string* to *namespace*

***find*** *ns* *string* *symbol* map *string* to *symbol*

***structs .***

***make-struct*** *key list struct* type *key* from *list*

***struct-type*** *struct* *key struct* type *key*

***struct-vec*** *struct* *vector* of *struct* members

***streams .***

***\*s******tandard-input\**** *stream* std input *stream*

***\*standard-output\**** *stream* std out *stream*

***\*error-output\**** *stream* std error *stream*

***open*** *type* *dir str bool stream* open *stream,*

raise error if *bool*

*type* :file :string

*dir* :input :output :bidir

***close*** *stream* *bool* close *stream*

***openp*** *stream* *bool* is *stream* open?

***flush*** s*tream* *bool* flush *steam*

***get-string*** *stream string* from *string* *stream*

***read-byte*** *stream bool T byte* read *byte* from

*stream,* error on

eof, *T:* eof-value

***read-char*** *stream bool T char* read *char* from *stream,* error on

eof, *T:* eof-value

***unread-char*** *char* *stream char* push *char* onto

*stream*

***write-byte*** *byte* *stream* *byte* write *byte*

***write-char*** *char stream char* write *char*

***read*** *stream* *bool* *T* *T* read *stream*

***write*** T *bool* *stream* *T* write with escape

***exceptions .***

***with-exception*** *fn fn’* *T* catchexception

*fn*  - (:lambda (*obj**cond src*) ***.*** *body*)

*fn’* - (:lambda () **.** *body*)

***raise*** *T* *keyword* raise exception on *T* with

condition:

:arity :div0 :eof :error :except

:future :ns :open :over :quasi

:range :read :exit :signal :stream

:syntax :syscall :type :unbound :under

:write :storage

***Features***  *.*

**[dependencies]**

**default = [ “core”, “env”, "system" ]**

**feature/core** ***core*** *list* corestate

***delay*** *fixnum* microseonds

***process-mem-virt*** *fixnum* vmem

***process-mem-res*** *fixnum* reserve

***process-time*** *fixnum* microseconds

***time-units-per-sec*** *fixnum*

***ns-symbols*** *ns|*:nil

*list symbol* list

**feature/env** ***env*** *list* envstate

***heap-info*** *()* heap info to

stdout

***heap-room*** *vector* allocations

*#(:t size total free …)*

***heap-size*** *keyword**fixnum* type size

***cache-room*** *vector* allocations

*#(:t size total …)*

***feature*/system *uname*** :tsystem info

***shell*** *string list* *fixnum* shellcommand

***exit*** *fixnum*

***sysinfo*** :t not on macOS

***feature/*prof *prof-control*** *key key | vec* :on|:off|:get

***environment .***

JSON config format:

{

“pages”: *N*,

“gc-mode”: “none” | “auto”,

}

***Mu******library******API .***

*[dependencies]*

*mu = {*

*git = “*[*https://github.com/Software-Knife-and-Tool/mu.git*](https://github.com/Software-Knife-and-Tool/mu.git)*”,*

*branch = “main”*

*}*

use mu::{ Condition, Core, Env, Exception,

Mu, Result, Tag };

impl Mu {

fn apply(\_: &Env, \_: Tag, \_: Tag) → Result<Tag>

fn compile(\_: &Env, \_: Tag) → Result<Tag>

fn config(\_: Option<String>) → Option<Config>

fn core() → &Core

fn eq(\_: Tag, \_: Tag) → bool;

fn err\_out() → Tag

fn eval\_str(\_: &Env, \_: &str) → Result<Tag>

fn eval(\_: &Env, \_: Tag) → Result<Tag>

fn exception\_string(\_: &Env, \_: Exception) → String

fn load(\_: &Env, \_: &str) → Result<bool>

fn make\_env(\_: &Config) → Env

fn read\_str(\_: &Env, \_: &str) → Result<Tag>

fn read(\_: &Env, \_: Tag, \_: bool, \_: Tag) → Result<Tag>

fn std\_in() → Tag

fn std\_out() → Tag

fn version() → &str

fn write\_str(\_: &Env, \_: &str, \_: Tag) → Result<()>

fn write\_to\_string(\_: &Env, \_: Tag, \_: bool) → String

fn write(\_: &Env, \_: Tag, \_: bool, \_: Tag) → Result<()>

}

***Reader Syntax .***

; comment to end of line

#|...|# block comment

‘*form* quoted form

`*form* backquoted form

`(*...)* backquoted list (proper lists)

,*form* eval backquoted form

,@*form* eval-splice backquoted form

(…) constant *list*

() empty *list*, prints as :nil

(… . .) dotted *list*

“…” *string, char* vector

*\* single escape in strings

*ns:name* qualified *symbol,* where *ns* and

*name* are *symbol constituents*

*name* lexical *symbol*

#\* bit vector

#x hexadecimal *fixnum*

#. read-time eval

#\ *char*

#(:type …) *vector*

#s(:type …) *struct*

#:… uninterned *symbol*

“`,; terminating macro char

# non-terminating macro char

!$%&\*+-. *symbol constituent*

<>=?@[]|

:^\_{}~/

A..Za..z

0..9

character designators

0x09 #\tab

0x0a #\linefeed

0x0c #\page

0x0d #\return

0x20 #\space