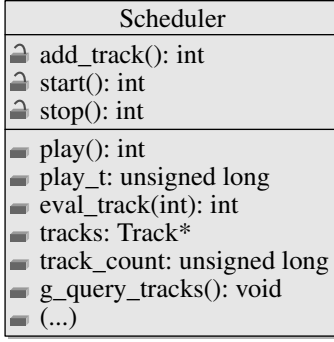
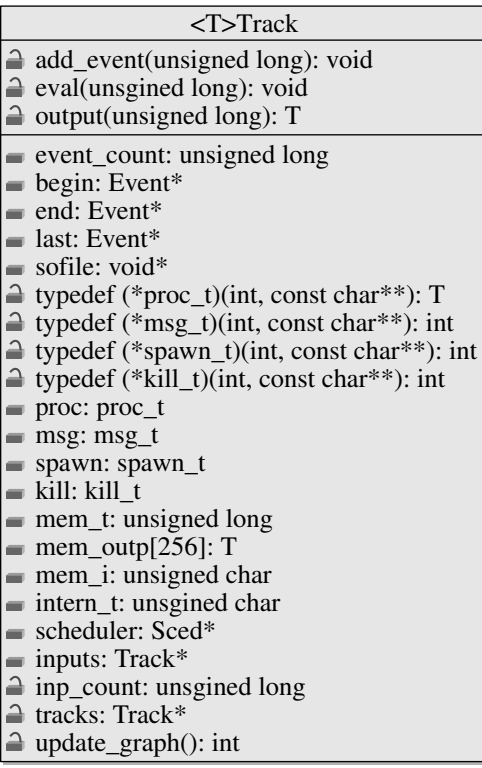
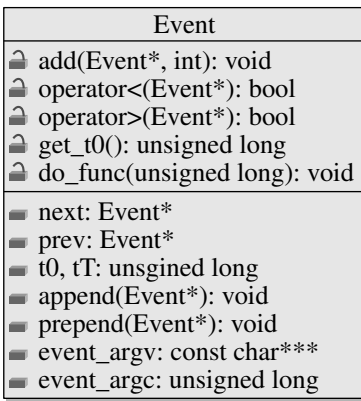

Scheduler
add_track(): int
start(): int
stop(): int
play(): int
play_t: unsigned long
eval_track(int): int
tracks: Track*
track_count: unsigned long
g_query_tracks(): void
(...)


<T>Track
add_event(unsigned long): void
eval(unsgined long): void
output(unsigned long): T
event_count: unsigned long
begin: Event*
end: Event*
last: Event*
sofile: void*
typedef (*proc_t)(int, const char**): T
typedef (*msg_t)(int, const char**): int
typedef (*spawn_t)(int, const char**): int
typedef (*kill_t)(int, const char**): int
proc: proc_t
msg: msg_t
spawn: spawn_t
kill: kill_t
mem_t: unsigned long
mem_outp[256]: T
mem_i: unsigned char
intern_t: unsgined char
scheduler: Sced*
inputs: Track*
inp_count: unsgined long
tracks: Track*
update_graph(): int


Event
add(Event*, int): void
operator<(Event*): bool
operator>(Event*): bool
get_t0(): unsigned long
do_func(unsigned long): void
next: Event*
prev: Event*
t0, tT: unsgined long
append(Event*): void
prepend(Event*): void
event_argv: const char***
event_argc: unsigned long