loop_ref

+ EV_AX

+ loop_ref()
+ operator==()
+ operator!=()
+ operator==()
+ operator!=()
+ operator struct ev_loop *()
+ operator const struct ev_loop *()
+ is_default()
+ loop()
+ unloop()
and 18 more...+ method_thunk()
+ method_noargs_thunk()
+ simpler_func_thunk()
+ simplest_func_thunk()

dynamic_loop

+ dynamic_loop()
+ ~dynamic_loop()
- dynamic_loop()
- operator=()