```
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()
           default loop
         + default loop()
         - default loop()
         operator=()
```