```
ev loop
       + ev rt now
       + backend modify
       + backend poll
       + VARx
         and 21 more...
       + VARx()
                 EV AX
            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()
```