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