

 	bars make cores	
_	produces a door (a core with sample)	
%	produces a core (battery and payload)	
@	produces a wet core (battery and payload)	
.	produces a trap (a core with one arm)	
:	produces a gate with a custom sample	
-	produces a trap (a core with one arm) and evaluates it	
^	produces a core whose battery includes a \$ arm and computes the latter	
~	produces an iron gate	
*	produces a wet gate (a one-armed core with sample)	
=	produces a dry gate (a one-armed core with sample)	
?	produces a lead trap	
\$	produces a mold	
\$	bucs form molds	
\$@	structure that normalizes a union tagged by head atom	
\$:	forms a cell type	[a=foo b=bar c=baz]
\$_	structure that normalizes to an example	_foo
\$%	structure that recognizes a union tagged by head atom	
\$*	bunt (irregular form is *)	
\$^	structure that normalizes a union tagged by head depth (cell)	
\$~	defines a custom type default value	
\$-	structure that normalizes to an example gate	
\$=	structure that wraps a face around another structure	foo=bar
\$?	forms a type from a union of other types	?(\$foo \$bar \$baz)
%	cens put the fun in function	
%_	resolves a wing with changes, preserving type	
%.	calls a gate, inverted	
%^	calls a gate with triple sample	
%+	calls a gate with a cell sample	
%-	calls a gate	(fun arg)
%:	calls a gate with many arguments	
%~	evaluates an arm in a door	~(arm core arg)
%*	evaluates an expression, then resolves a wing with changes	
%=	resolves a wing with changes	foo(x 1, y 2, z 3)
:	cols make cells	
:_	constructs a cell, inverted	
:^	constructs a cell, 4-tuple	[a b c d]
:+	constructs a cell, 3-tuple	[a b c]
:-	constructs a cell, 2-tuple	[a b], a^b
:~	constructs a null-terminated list	~[a b c]
:*	constructs an n-tuple	[a b c d e ...]
::	marks a comment	
.	dots nock	
.+	increments an atom using Nock 4	+(42)
.*	evaluates using Nock 2	
.=	tests for equality using Nock 5	=(a b)
.?	tests for cell or atom using Nock 3	
.^	loads from namespace using Nock 12	

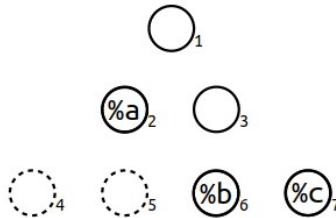
^	kets cast	
^ 	converts a gold core to an iron core (invariant)	
^.	typecasts on value	
^-	typecasts by explicit type label	<code>`foo`bar</code>
^+	typecasts by inferred type	
^&	converts a core to a zinc core (covariant)	
^~	folds constant at compile time	
^=	binds name to a value	<code>foo=bar</code>
^?	converts a core to a lead core (bivariant)	
^*	produces example type value	
^:	produces a 'factory' gate for a type	
~	sigs hint	
~ 	prints in stack trace if failure	
~\$	profiler hit counter	
~_	prints in stack trace, user-formatted	
~%	registers jet	
~/	registers jet with registered context	
~<	raw hint, applied to product ("backward")	
~>	raw hint, applied to computation ("forward")	
~+	caches a computation	
~&	prints (used for debugging)	
~?	prints conditionally (used for debugging)	
~=	detects duplicate	
~!	prints type if compilation failure	
;	mics make	
;;	calls a binary function as an \$n\$-ary function	<code>:(fun a b c d)</code>
;<	glues a pipeline together (monadic bind)	
~	glues a pipeline together with a product-sample adapter (monadic bind)	
;;	normalizes with a mold, asserting fixpoint	
+	(Sail) makes a single XML node	
*	(Sail) makes a list of XML nodes from Hoon expression	
=	(Sail) makes a list of XML nodes	
/	(Sail) yields tape as XML element	
=	tises alter	
= 	combines default type value with the subject	
=.	changes one leg in the subject	
=?	changes one leg in the subject conditionally	
=^	pins the head of a pair; changes a leg with the tail	
=:	changes multiple legs in the subject	
=/	combines a named noun with the subject	
=;	combines a named noun with the subject, inverted	
=<	composes two expressions, inverted	<code>foo:bar</code>
=>	composes two expressions	
=-	combines a new noun with the subject	
=*	defines an alias	
=,	exposes namespace	
=+	combines a new noun with the subject	
=~	composes many expressions	

? wuts test	
?	logical OR (foo bar baz)
?:	branches on a boolean test
?.	branches on a boolean test, inverted
?<	negative assertion
?>	positive assertion
?-	switches against a union, no default
?^	branches on whether a wing of the subject is a cell
?=	tests pattern match
?#	tests pattern match
?+	switches against a union, with default
?&	logical AND &(foo bar baz)
?@	branches on whether a wing of the subject is an atom
?~	branches on whether a wing of the subject is null
?!	logical NOT !foo
! zaps wild	
!:	turns on stack trace
!.:	turns off stack trace
!,	emits AST of expression
!;	emits the type for an expression using the type of type
!>	wraps a noun in its type
!=	makes the Nock formula for a Hoon expression
!?:	restricts Hoon version
!!	crashes
!<	lift dynamic value into static context
/ fases ford	
/\$	slams a gate on extra arguments
/	takes a series of horns and produces the first one (L-to-R) that succeeds; if none succeed, produces stack traces from arguments
/=	runs a horn (usually produced by another Ford rune), takes the result of that horn, and wraps a face around it
/.:	produces a null-terminated list from a sequence of horns, terminated by ==
/,	acts as switch statement, picking a branch to evaluate based on whether the current path matches the path in the switch statement
/&	pass a horn through multiple marks
/_	<i>unfiltered</i> : takes a horn, producing new horn mapping supplied horn over list of files in current directory; <i>filtered</i> : runs a horn on each file matching aura
/~	produces a horn that evaluates a twig and places the product in the subject
/:	takes a path and a horn, and evaluates the horn with the current path set to the supplied path
/^	takes a mold and a horn, and casts the result of the horn to the mold
/!	produces a mark
/+	accepts a filename and loads that filename from the lib directory
/-	accepts a filename and loads that filename from the sur directory
//	parses relative path as a hoon twig, and adds the resulting twig to the subject
/;	takes a twig and a horn; the twig should evaluate to a gate, which is then slammed with the result of the horn as its sample

/# takes a horn and produces a cell of the dependency hash of the result of the horn, and the result itself
/% forwards extra arguments to enclosed renderers
-/= **terminators terminate**
-- terminates core expression
== terminates running series of Hoon expressions
+ **luses change**
+| labels a chapter
+\$ produces a structure arm (type definition)
++ produces a (normal) arm
+* produces a type constructor arm

syntax

+1:[%a [%b %c]]	[%a [%b %c]]	..[%a [%b %c]]	[%a [%b %c]]
+2:[%a [%b %c]] %a		-:[%a [%b %c]] %a	
+3:[%a [%b %c]] [%b %c]		+:[%a [%b %c]] [%b %c]	
+4:[%a [%b %c]] %ride failed		-<:[%a [%b %c]] %ride failed	
+6:[%a [%b %c]] %b		+<:[%a [%b %c]] %b	
+7:[%a [%b %c]] %c		+>:[%a [%b %c]] %c	



· current subject

+ +:.

- -:.

+> +>:.

^face face in outer core

..arm core in which ++arm is defined

~ 0 (nil)

%.y & yes/true

%.n | no/false

eny entropy

now current time

`a [~ a]

~[a b c] [a b c ~]

[a b c]~ [[a b c] ~]

<[1 2 3]> renders list as a tape

>[1 2 3]< renders list as a tank

?=(\$hoon %hoon) %.y

?=(\$hoon %loon) %.n

@p notation

@c	Unicode codepoints	~~45fed.
@d	Date	
@da	Date, absolute	~2020.12.25..7.15.0..1ef5
@dr	Date, relative	~d71.h19.m26.s24..9d55
@n	Nil	
@p	Phonemic base	~laszod-dozser-fosrum-fanbyr
@r	IEEE-754 floating-point number	
@rh	Floating-point number, half-precision, 16-bit	.~~3.14
@rs	Floating-point number, single-precision, 32-bit	.3.141592653589793
@rd	Floating-point number, double-precision, 64-bit	.~3.141592653589793
@rq	Floating-point number, quadruple-precision, 128-bit	.~~~3.141592653589793
@s	Integer, signed (sign bit low)	
@sb	Signed binary	--0b10.0000
@sd	Signed decimal	--1.000
@sv	Signed base-32	--0v201.4gvml.245kc
@sw	Signed base-64	--0w2.04AfS.G8xqc
@sx	Signed hexadecimal	--0x2004.90fd
@t	UTF-8 text (cord)	"urbit"
@ta	ASCII text (knot)	~.urbit
@tas	ASCII text symbol (term)	%urbit
@u	Integer, unsigned	
@ub	Unsigned binary	0b10.1011
@ud	Unsigned decimal	8.675.309
@uv	Unsigned base-32	0v88nvd
@uw	Unsigned base-64	0wx5~J
@ux	Unsigned hexadecimal	0x84.5fed