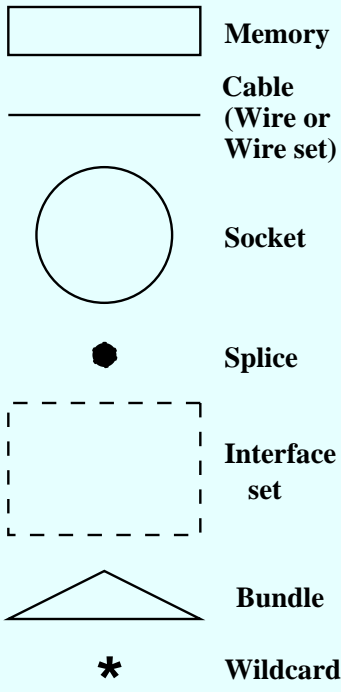
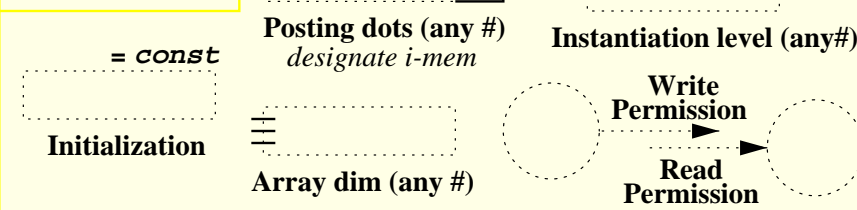


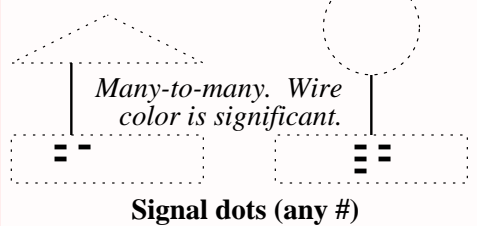
**Basic Building Blocks**



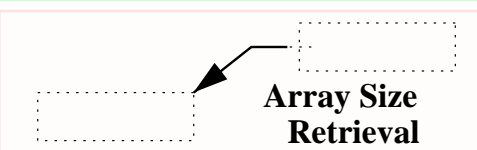
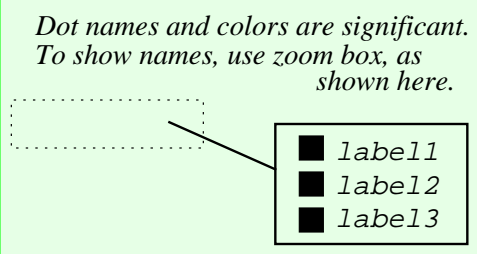
**Decorations**  
*may be combined*



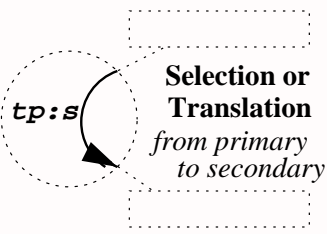
**Wire Bindings**



**Signal and Posting Dots**



**Binding Modifiers**

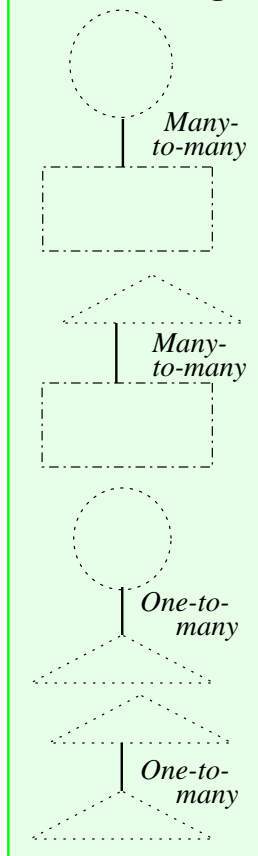


t is +, -, or null. p & s are lists of ints. No ":" if p is null. Accesses to 2ndary are mapped by taking indices p and indexing primary instead. Ints read from primary either offset (if t exists) or replace or restrict 2ndary indices s. To restrict, put int in s in parens; then, 2 ints (instead of 1) are read from primary, used as index range.

**Dupany +** Reads 2 ints from the receptacle and clones the socket for every int in the range. Each clone sees only 1 int. Done when any/all clones fire.

**\* Dupall**

**Cable Bindings**

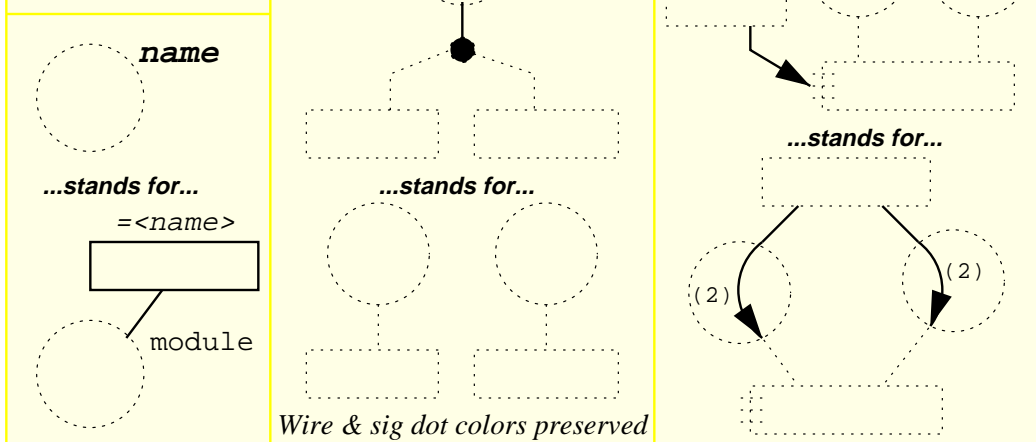


**Basic Semantics**

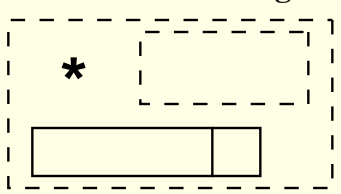
A chip can fire only if each socket wire is same color as its bound mem. On firing, mems lose color. When module posts signal s to pin p, memory bound to wire p turns the color of its signal dot named s. If all signal dots share one color, and no write perm, then a signal WILL BE posted. (predictability)

**Pin x Fits Receptacle x...**  
...if pin usage is subset of receptacle permissions (i.e. arrows) but NOT if the pin is nodata & receptacle is write. Receptacle named for wire; if no name, for memory. If still none, or name starts with "\_", receptacle is anonymous.

**Shorthand**



**Interface Nesting**



< name > is constant stored stored in fs or prog db as "name"

**Reserved Names**

"copy" chip: Copies data from "in" pin to "out" pin.  
 "instant" chip: Gets board from "object" pin, instantiates memories in it which have same i-level as that board, then decreases the board's i-level.  
 "module" i-memory: "done" signal keeps other i-mems from turning green.

**I-Memory Behavior**

If socket s of board p has wire w to memory m, and board c is inserted into s and contains i-memory w, THEN i-mem w shares mem m's data, and i-mem w is green whenever m is same color as wire w. If i-mem w color is changed in c, m becomes colorless. If i-mem w becomes same color as one of its posting dots, the signal with the corresponding name is posted on wire w.