

# Index

---

## Symbols

\$codeblockSymbol macro .....	<b>16-4</b>
\$label macro .....	<b>16-4</b>
\$ref macro.....	<b>16-4</b>
\$sharedSymbol macro .....	<b>16-4</b>
\$size macro.....	<b>16-4</b>
\$starSymbol macro.....	<b>16-4</b>
\$val macro .....	<b>16-4</b>
*stateWithName .....	<b>3-2</b>
~Runnable.....	<b>3-11</b>
<b>A</b>	
abs function .....	<b>12-1</b>
add method .....	<b>16-2</b>
addBlock .....	<b>3-6</b>
addCode method.....	<b>16-4</b>
addDeclaration method.....	<b>18-9</b>
addGlobal method .....	<b>18-9</b>
addInclude method .....	<b>18-9</b>
addMainInit method .....	<b>18-9</b>
addNode.....	<b>3-9</b>
addPort.....	<b>3-3</b>
addProcedure method .....	<b>16-4</b>
addSpliceStars() method.....	<b>18-4</b>
addStar .....	<b>3-8</b>
addState .....	<b>3-3, 3-9</b>
addStream method .....	<b>16-1</b>
adjustSchedule .....	18-16
advance method .....	<b>6-7, 16-10, 16-12</b>
alias .....	<b>3-7, 3-8</b>
alias method .....	<b>6-2</b>
aliasFrom method .....	<b>6-2</b>
allocateBuffer method .....	<b>6-7</b>
allocateGeodesic method.....	<b>6-5, 18-10</b>
allocateLocalPlasma method .....	<b>6-6</b>
allocateMemory() method .....	<b>18-1</b>
allocatePlasma method .....	<b>6-6</b>
amISpreadCollect method .....	<b>18-11</b>
append method.....	<b>16-2, 16-3, 16-6</b>
appendedName method .....	<b>18-7</b>
arg function.....	<b>12-1</b>
asGalaxy .....	<b>3-2, 3-6</b>
asLinearBuf .....	18-3
AsmTarget class .....	17-7
asPort .....	<b>5-3</b>
asStar .....	<b>3-2, 3-4</b>
atBoundary method .....	<b>6-4</b>
Attribute class .....	<b>1-11</b>
attributes method .....	<b>6-2</b>
AutoFork class.....	<b>6-9</b>
AutoForkNod class .....	<b>6-9</b>

## B

backup method .....	<b>6-7</b>
BaseSymbolList class.....	<b>16-5, 16-5, 16-6, 16-7</b>
BaseSymbolList constructor .....	<b>16-6</b>
beginIteration method .....	<b>18-13</b>
bitWord.....	<b>1-11</b>
Block class.....	<b>3-1, 3-4, 3-5, 4-1</b>
blockWithDottedName.....	<b>3-10</b>
blockWithName .....	<b>3-6</b>
Buck, J. T. ....	4-1, 8-1, 11-1
buffer .....	<b>5-4</b>
buffer embedding .....	<b>16-12</b>
buffer management.....	<b>16-12</b>
bufPos method .....	<b>16-12</b>
bufSize method.....	<b>16-9, 16-12</b>
bufSize() method .....	<b>18-3</b>
buildEventHorizons.....	<b>5-2</b>
busConnect .....	<b>3-8</b>
<b>C</b>	
capacity method.....	<b>6-14</b>
CG domain .....	<b>16-1</b>
CG utility functions .....	<b>16-10</b>
CGCGeodesic .....	18-2
CGCMultiTarget class.....	<b>18-13</b>
CGCPortHole .....	18-2
CGCPortHole class .....	<b>18-9</b>
CGCStar class .....	<b>18-10</b>
CGCTarget .....	18-4, <b>18-11</b>
CGCTarget class .....	<b>18-1</b>
cgGeo method .....	<b>16-14</b>
CGGeodesic class .....	<b>16-8, 16-9, 16-10, 16-12</b>
CGMultiTarget class .....	15-14, 15-19, 17-4, 17-7, 17-9, <b>17-10</b> , 17-10, 17-14, 17-15, 18-14
CGPortHole class .....	16-9, 16-10, <b>16-12</b> , 16-14
CGSharedBus class .....	<b>17-14</b>
CGStar class	16-2, 16-4, 16-5, 16-6, 16-7, 16-8, <b>16-10</b> , 16-11
CGStarPortIter class .....	<b>16-10</b>
CGTarget class	4-3, 15-16, 16-1, 16-2, 16-7, 16-8, <b>17-1</b> , 17-7, 18-1
cgTarget method .....	<b>16-11</b>
CGWormStar class .....	15-14
char* method .....	<b>16-3</b>
CIntervalListIter class .....	<b>12-4</b>
CircularBuffer class.....	<b>6-7</b>
className .....	<b>3-10</b>
clearParticle method .....	<b>6-6</b>
Clock class .....	<b>12-5</b>
Clock constructor .....	<b>12-5</b>
clone .....	<b>3-10</b>
CNamedObjListIter class .....	<b>1-11</b>
CodeBlock class .....	16-1, <b>16-3</b>
CodeBlock constructor .....	<b>16-3</b>

CodeBlockandMacros	18-9	disconnect	<b>3-9</b>
codeblockError method	<b>16-5</b>	disconnect method	<b>6-4, 6-11</b>
codeblockSymbol member	<b>16-5</b>	displaySchedule	<b>3-11</b>
CodeGenInit method	<b>18-12</b>	DLGraph class	<b>15-17</b>
CodeStream class	16-1, <b>16-1</b> , 16-2	dlopen	8-1
CodeStreamList class	<b>16-2</b>	DLParProcs class	15-18, <b>15-19</b>
codeStringLists member	<b>16-1</b>	DLScheduler class	<b>15-18</b> , 15-22
commInit	<b>18-9</b>	doCompile	18-11, 18-14
compileCode method	<b>18-12</b>	domain	<b>3-2, 3-6</b>
compileCommand	18-11	Domain class	<b>3-7, 10-4</b>
compileLine method	<b>18-12</b>	domain method	<b>16-11</b>
compileOptions	18-11	doRun	18-14
compileRun method	<b>18-12</b>	DoubleLink class	<b>1-4</b>
completelyBefore method	<b>12-3</b>	DoubleLinkIter class	<b>1-6</b>
Complex class	<b>12-1</b>	DoubleLinkedList class	<b>1-5</b>
ComplexState class	<b>9-5</b>	doubly linked lists	<b>1-4</b>
conj function	<b>12-1</b>	DynamicGalaxy class	<b>3-7</b>
connect	<b>3-6, 3-8</b>	DynamicLevelScheduler	15-2, 17-11
connect method	<b>6-3</b>	DynDFPortHole class	16-12
contains method	<b>12-4</b>	DynDFStar class	16-10
copyStates	<b>3-4</b>	<b>E</b>	
correctName method	<b>18-6</b>	EGGate class	13-4
cos function	<b>12-1</b>	EGNode class	13-3
counter member	<b>16-8</b>	elapsedTime method	<b>12-5</b>
createCollect method	<b>18-15</b>	embed method	<b>16-13</b>
createReceive method	<b>18-15</b>	embedded method	<b>16-13</b>
createSend method	<b>18-15</b>	embeddedPort member	<b>16-13</b>
createSpread method	<b>18-15</b>	embedding	18-1
CriticalSection class	<b>2-1</b>	embedding method	<b>16-13</b>
curlId	18-6, 18-12	embeddingFlag member	<b>16-13</b>
<b>D</b>		embedHere method	<b>16-13</b>
dataParallel member	<b>16-11</b>	empty method	<b>6-10, 6-14, 12-4</b>
Davis, J. S.	4-1, 17-1	enableLocking method	<b>6-5</b>
DCArc class	<b>15-25</b>	end method	<b>12-3</b>
DCArcList class	<b>15-25</b>	endIteration method	<b>18-13</b>
DCClustArc class	<b>15-30</b>	endsBefore method	<b>12-3</b>
DCClustArcList class	<b>15-30</b>	errMsg method	<b>6-8</b>
DCCluster class	<b>15-27</b>	Error class	4-1, <b>4-7</b> , 4-8
DCClusterList class	<b>15-29</b>	EventHorizon	<b>5-3</b>
DCGraph class	<b>15-26</b>	EventHorizon method	<b>6-4</b>
DCNode class	<b>15-24</b>	exp function	<b>12-1</b>
decCount method	<b>6-12, 6-14</b>	expandMacro method	<b>16-5</b>
DeclusteringScheduler	15-31, 17-11	expandPathName procedure	1-2
DeclustScheduler class	<b>15-23</b>	expandPortName method	<b>16-10</b>
deferrable method	<b>16-11</b>	expandRef method	<b>16-5, 18-10</b>
deletePlasma method	<b>6-6</b>	expandSize method	<b>16-5</b>
delLock method	<b>6-12, 6-14</b>	expandVal method	<b>16-5</b>
delNode	<b>3-9</b>	<b>F</b>	
delPorts method	<b>6-9</b>	far method	<b>6-4</b>
delStar	<b>3-9</b>	finalBufSize(int statBuf) method	<b>18-2</b>
den method	<b>12-2</b>	FlagArray class	<b>1-9, 1-12</b>
descriptor	<b>1-10</b>	flags	<b>1-9</b>
disableLocking method	<b>6-5</b>	FloatArrayState class	<b>9-5</b>

FloatState class .....	<b>9-5</b>	ghostConnect .....	<b>5-3</b>
forceGrabData method .....	<b>16-14</b>	ghostPort .....	<b>5-4</b>
forceSendData method .....	<b>16-14</b>	giveUpStatic() method .....	<b>18-4</b>
fork method .....	<b>16-9</b>	globalDecls .....	<b>18-8</b>
forkDelay method .....	<b>16-9</b>	go .....	<b>3-5</b>
ForkDestIter .....	<b>18-10</b>	Goel, M .....	18-1
forkDests member .....	<b>16-9</b>	<b>H</b>	
forkInit method .....	<b>16-8</b>	Ha, S .....	16-1, 17-1, 18-1
forkProcessing method .....	<b>16-14</b>	hashString procedure .....	1-2
forkSrc member .....	<b>16-9</b>	hasInternalState .....	<b>3-5</b>
forkType method .....	<b>16-9</b>	hasStaticBuf .....	18-3
Fraction class .....	<b>12-2</b>	head method .....	<b>6-10</b>
frameCode method .....	<b>18-9</b>	headerCode method .....	<b>18-13</b>
freeContents .....	<b>5-2</b>	here method .....	<b>6-7</b>
freeup method .....	<b>6-10</b>	HeterogeneousSupport .....	15-14
FromEventHorizon .....	<b>5-5</b>	hidden function .....	<b>6-2</b>
full method .....	<b>6-14</b>	Histogram class .....	<b>11-8</b>
funcName .....	18-11	HLLTarget .....	18-11
<b>G</b>		HLLTarget class .....	<b>17-7</b> , 18-11
GalAllBlockIter .....	3-7	hostMachine .....	18-11
Galaxy class .....	<b>3-1, 3-5</b> , 5-1	hostName method .....	<b>18-13</b>
galDataStruct method .....	<b>18-7</b>	HuGraph class .....	<b>15-21</b>
galId .....	18-6, 18-12	HuLevelScheduler .....	17-11
GalMultiPort class .....	<b>6-15</b>	HuNode class .....	<b>15-20</b>
galP .....	<b>3-11</b>	HuParProcs class .....	15-19, <b>15-22</b>
GalPort class .....	<b>6-15</b>	HuScheduler class .....	<b>15-21</b>
GalStarIter .....	3-7	Hylands, C .....	8-1
galStruct .....	<b>18-8</b>	<b>I</b>	
GalTopBlockIter .....	3-7	imag function .....	<b>12-1</b>
GenericPort class .....	<b>6-1</b>	inBufSize method .....	<b>18-10</b>
genPortWithName .....	<b>3-2</b>	incCount method .....	<b>6-12, 6-14</b>
geo method .....	<b>6-5, 18-10</b>	InCGCPort .....	18-10
Geodesic class .....	<b>6-10</b>	InCGPort class .....	<b>16-14</b>
geodesic switching .....	<b>16-13</b>	include .....	<b>18-8</b>
get method ....	<b>6-10, 6-12, 6-13, 16-2, 16-3, 16-6, 16-7</b>	incrementalAdd method .....	<b>18-13</b>
getActualRef method .....	<b>18-11</b>	index .....	<b>3-4</b>
getBufName .....	18-6	index method .....	<b>6-5</b>
getData .....	<b>5-4</b>	InfString class .....	<b>11-3</b>
getForkSrc method .....	<b>18-10</b>	inheritTypeFrom method .....	<b>6-3</b>
getGeoName method .....	<b>18-6</b>	initCode method .....	<b>16-11</b>
getMachineInfo method .....	<b>18-15</b>	initCodeStrings .....	<b>18-9</b>
getMyMultiPortHole method .....	<b>6-5</b>	initDelayValues method .....	<b>6-13</b>
getParticle method .....	<b>6-6</b>	initialize .....	<b>3-2, 3-5, 5-4, 5-5</b>
getPlasma method .....	<b>6-13, 6-14</b>	initialize method .....	<b>6-4, 6-8, 6-12, 6-15, 16-2, 16-6, 16-7, 16-10</b>
getPortNumber method .....	<b>18-15</b>	initOffset() method .....	<b>18-2</b>
getProcId method .....	<b>16-12</b>	initState .....	<b>3-3, 3-6</b>
getProfile method .....	<b>16-11</b>	initSubblocks .....	<b>3-7</b>
getq method .....	<b>6-15</b>	initTarget .....	<b>3-11</b>
getStopTime .....	<b>5-2</b>	innerSched .....	<b>5-4</b>
getStream method .....	<b>16-2</b>	insertGalaxyCode method .....	<b>18-13</b>
getText method .....	<b>16-3</b>	insideDomain .....	<b>5-1</b>
getTimeMark .....	<b>5-4</b>	installPort method .....	<b>6-9</b>
ghostAsPort .....	<b>5-3</b>		

int allocateMemory().....	<b>18-1</b>
IntArrayState class .....	<b>9-5</b>
internalBufSize method.....	<b>16-9</b>
InterpGalaxy class.....	<b>3-5, 3-7, 6-15</b>
InterpUniverse.....	<b>3-11</b>
InterpUniverse class.....	<b>3-11</b>
intersects method.....	<b>12-3</b>
Interval class .....	<b>12-2</b>
IntervalList class .....	<b>12-2</b>
IntervalListIter class.....	<b>12-4</b>
IntState class .....	<b>9-5</b>
isA method .....	<b>1-8, 16-11</b>
ISA_FUNC macro.....	<b>1-9</b>
isaFork method.....	<b>16-8</b>
isAfter method.....	<b>12-3</b>
isItAtomic.....	<b>3-1, 3-6</b>
isItFork method .....	<b>16-8</b>
isItInput .....	<b>5-3</b>
isItInput method .....	<b>6-1</b>
isItMulti method.....	<b>6-1, 6-8</b>
isItOutput .....	<b>5-3</b>
isItOutput method .....	<b>6-1</b>
isItPersistent method .....	<b>6-11</b>
isItWormhole .....	<b>3-2</b>
isLocal method .....	<b>6-13</b>
isLockEnabled method .....	<b>6-6, 6-13</b>
isParallel method.....	<b>16-11</b>
isSDF method.....	<b>16-11</b>
isUnique method .....	<b>16-2</b>
Iterators .....	<b>1-1, 3-1</b>
<b>K</b>	
KeptGate class.....	<b>2-3</b>
KnownBlock class.....	<b>3-1, 3-7, 3-10, 10-1, 10-5</b>
KnownBlockIter class .....	<b>10-2</b>
KnownState class .....	<b>9-5, 10-5</b>
KnownTarget class .....	<b>10-3</b>
KnownTargetIter class .....	<b>10-4</b>
<b>L</b>	
Lane, T. ....	<b>6-1</b>
last method .....	<b>6-7</b>
ld.....	<b>8-1</b>
LD_LIBRARY_PATH environment variable .....	<b>8-3</b>
length method.....	<b>6-14, 12-3</b>
linearBuf() method .....	<b>18-3</b>
linked list .....	<b>1-3</b>
linker .....	<b>8-1</b>
Linker class .....	<b>8-2</b>
linkOptions.....	<b>18-11</b>
list classes.....	<b>1-3</b>
ListIter class .....	<b>1-4</b>
localBufSize method .....	<b>16-9, 16-12</b>
log functino .....	<b>12-1</b>
lookup method.....	<b>16-6, 16-7</b>
lookupSharedSymbol method .....	<b>16-7</b>
<b>M</b>	
MachineInfo class.....	<b>18-14</b>
machineNames .....	<b>18-14</b>
macroError method.....	<b>16-5</b>
macros.....	<b>16-3</b>
mainClose .....	<b>18-9</b>
mainDecls .....	<b>18-9</b>
mainInit.....	<b>18-9</b>
makeLock method .....	<b>6-12, 6-13</b>
makeLower function.....	<b>16-10</b>
makeNew .....	<b>3-3, 3-10</b>
makeNew method .....	<b>6-13</b>
makingFunc method .....	<b>18-8</b>
matchMacro method .....	<b>16-5</b>
maxBufReq() const method .....	<b>18-3</b>
maxComm method .....	<b>16-12</b>
maxNumParticles method .....	<b>6-12</b>
merge method .....	<b>12-3</b>
mergeableWith method .....	<b>12-3</b>
minNeeded method .....	<b>16-8</b>
moreThanOne method .....	<b>6-10</b>
moveDataBetweenShared.....	<b>18-6</b>
moveDataBetweenShared() method .....	<b>18-5</b>
moveFromGhost .....	<b>5-4</b>
MultiCGCPort .....	<b>18-10</b>
MultiCGPort class .....	<b>16-14</b>
MultiDFPort class .....	<b>16-14</b>
MultiInCGCPort .....	<b>18-10</b>
MultiInCGPort class .....	<b>16-14</b>
MultiOutCGCPort .....	<b>18-10</b>
MultiOutCGPort class .....	<b>16-14</b>
MultiPortHole class .....	<b>3-1, 5-5, 6-1, 6-8, 6-15</b>
multiPortNames .....	<b>3-2</b>
multiPortWithName .....	<b>3-2</b>
MultiTarget class .....	<b>17-7, 17-8, 17-10</b>
myCode.....	<b>18-12, 18-13</b>
myCode member .....	<b>16-1</b>
myTarget.....	<b>3-12</b>
<b>N</b>	
NamedList class .....	<b>16-2, 16-3, 16-5, 16-7</b>
NamedListIter class .....	<b>16-3</b>
NamedObj class .....	<b>1-7, 3-1, 6-1, 6-11, 9-1</b>
NamedObjList class .....	<b>1-10</b>
NamedObjListIter class .....	<b>1-11</b>
nameSuffix .....	<b>18-14</b>
newConnection method .....	<b>6-3, 6-8</b>
newName method .....	<b>6-9</b>
newPort method .....	<b>6-8, 16-14</b>
newStream method .....	<b>16-2</b>
newTarget .....	<b>3-12</b>
next method .....	<b>6-7, 16-10</b>
nodeConnect .....	<b>3-9</b>

NodePair class .....	15-4, <b>15-6</b>	print .....	<b>3-2, 3-4, 3-6</b>
NodeSchedule class .....	<b>15-12</b>	print method .....	<b>6-1, 6-12</b>
noInternalState.....	<b>3-5</b>	printCode method.....	<b>16-3</b>
norm function .....	<b>12-1</b>	printPorts .....	<b>3-2</b>
num method .....	<b>12-2</b>	printStates.....	<b>3-4</b>
numberBlocks.....	<b>3-6</b>	procedures member .....	<b>16-1</b>
numberMPHs.....	<b>3-1</b>	processCode method .....	<b>16-4</b>
numberPorts.....	<b>3-1</b>	ProcessorIter class .....	<b>15-17</b>
numberPorts method.....	<b>6-8</b>	procId member .....	<b>16-11</b>
numberStates .....	<b>3-1</b>	Profile class .....	15-3, 15-9, 15-20, 16-12
numInit method .....	<b>6-12</b>	profile member .....	<b>16-11</b>
numInitDelays method .....	<b>6-5</b>	progNotFound procedure .....	1-3
numPorts.....	<b>3-9</b>	pt_ifstream.....	<b>11-6</b>
numTokens method .....	<b>6-5</b>	pt_ofstream.....	<b>11-6</b>
numXfer method.....	<b>6-5</b>	PtGate class .....	<b>2-1</b>
<b>O</b>		push method .....	<b>16-7</b>
offset member.....	<b>16-12</b>	pushBack method .....	<b>6-12</b>
offsetName method .....	<b>18-7</b>	put method .....	<b>6-10, 6-12, 16-2</b>
oneStarOneProc .....	18-16	putData .....	<b>5-5</b>
onlyOne .....	<b>5-3</b>	putParticle method.....	<b>6-6</b>
operator++ method .....	<b>16-10</b>	putq method.....	<b>6-15</b>
origin method.....	<b>12-3</b>	putStream method .....	<b>18-13</b>
OutCGCPort .....	18-10	putTail method .....	<b>6-10</b>
OutCGPort class .....	<b>16-14</b>		
outerSched .....	<b>5-2, 5-4</b>	<b>Q</b>	
outputComment method .....	<b>16-10</b>	Queue class.....	<b>1-7</b>
<b>P</b>		<b>R</b>	
pairSendReceive method .....	<b>18-15</b>	ready .....	<b>5-5</b>
ParallelSchedulers .....	13-1	real function.....	<b>12-1</b>
parameter .....	<b>9-1</b>	realFarPort method .....	<b>18-10</b>
ParGraph class .....	15-3, <b>15-4</b>	realPort method .....	<b>6-2, 6-8</b>
ParNode class .....	<b>15-1</b>	receiveData method .....	<b>6-4</b>
ParProcessors class .....	15-7, <b>15-9</b> , 15-12, 15-14	receiveWormData method .....	<b>18-14</b>
ParScheduler class .....	<b>15-6</b>	referencedStates .....	18-8
Particle class .....	6-1, 7-5	References .....	15-17, 15-22, 17-1
ParticleQueue class .....	<b>6-14</b>	registerState method .....	<b>18-8</b>
ParticleStack class .....	<b>6-10</b> , 6-13	remove method .....	<b>16-2, 16-3, 16-6</b>
pathSearch procedure .....	1-2	removeBlock .....	<b>3-6</b>
Plasma class .....	<b>6-13</b>	removePort .....	<b>3-3</b>
Pointer type.....	1-3	removeStream method .....	<b>18-13</b>
pop method .....	<b>16-7</b>	requestBufSize(int sz) method .....	<b>18-2</b>
PortHole class .....	3-1, 6-1, <b>6-3</b> , 6-15	reset method .....	<b>6-7, 12-5</b>
portHoleConnect method.....	<b>6-13</b>	resolvedType method .....	<b>6-4</b>
portNumber.....	18-14	resource management .....	<b>16-8</b>
portWithName .....	<b>3-2</b>	ResourceManagement .....	16-12, 18-2
POSTFIX_OP.....	1-1	resources .....	18-12
pow function .....	<b>12-1</b>	revertGeo method .....	<b>16-13</b>
preferLinearBuf(int i) method .....	<b>18-3</b>	rshSystem function .....	<b>16-10</b>
preferredType method .....	<b>6-5</b>	run .....	<b>3-3, 3-4, 3-11, 3-12, 5-2</b>
preinitialize .....	<b>3-3, 3-5, 3-10</b>	run method .....	<b>16-11</b>
prepCode method.....	<b>18-15</b>	runCode method .....	<b>18-13</b>
prepend method .....	<b>16-3, 16-6</b>	runIt() method .....	<b>18-6</b>
previous method .....	<b>6-7</b>	Runnable.....	<b>3-10</b>
		Runnable class .....	<b>3-10</b> , 5-1

**S**

sanitizedFullName ..... **18-6**  
 saveFileName ..... 18-11  
 savestring procedure ..... 1-2  
 scheduler ..... **3-2, 3-11, 3-12**  
 Scheduler class ..... 3-2, **4-5**  
 ScopedSymbolList class ..... **16-7**  
 SDFStar class ..... 16-10  
 sectionComment method ..... **18-7, 18-12**  
 sendData method ..... **6-4**  
 sendWormData method ..... **18-14**  
 separator member ..... **16-8**  
 SequentialList class ..... **1-3, 1-10, 16-3**  
 setAlias method ..... **6-3, 6-4, 6-8**  
 setAttributes method ..... **6-3**  
 setBlock ..... **3-3**  
 setBufferType method ..... **18-1**  
 setBufName method ..... **18-6**  
 setCapacity method ..... **6-15**  
 setCounter method ..... **16-6, 16-7**  
 setDelay method ..... **6-5, 6-11**  
 setDescriptor ..... **3-8**  
 setDest method ..... **6-9**  
 setDestPort method ..... **6-11**  
 setDomain ..... **3-6, 3-9**  
 setEventHorizon ..... **5-4**  
 setFlags() method ..... **18-3**  
 setForkBuf method ..... **16-14**  
 setForkSource method ..... **16-9**  
 setGeoName method ..... **18-6**  
 setHostName method ..... **18-13**  
 setMachineAddr method ..... **18-15**  
 setOffset method ..... **18-2, 18-5**  
 setPort method ..... **6-3, 6-4, 6-8**  
 SetPreferredType method ..... **6-7**  
 setProcId method ..... **16-12**  
 setSeparator method ..... **16-6, 16-7**  
 setSource method ..... **6-9**  
 setSourcePort method ..... **6-11**  
 setState ..... **3-4, 3-9**  
 setStopTime ..... **3-11, 5-1**  
 setTarget ..... **3-5**  
 setTarget method ..... **16-11**  
 setText method ..... **16-3**  
 setTimeMark ..... **5-4**  
 setup ..... **3-4, 5-2, 18-14**  
 setup method ..... **18-12**  
 setupForkDests method ..... **18-10**  
 sharedNames member ..... **16-2**  
 sharedSymbol member ..... **16-7**  
 signalCopy method ..... **18-15**  
 SimAction class ..... 4-9  
 SimControl class ..... 4-1, **4-8, 4-9**  
 simplify method ..... **12-2**

sin function ..... **12-1**  
 size method ..... **6-7, 6-12**  
 sleepUntil method ..... **12-5**  
 slowGet method ..... **6-13**  
 slowPut method ..... **6-13**  
 sourcePort method ..... **6-12**  
 spliceClust ..... 18-5  
 SpreadandCollectstars ..... 15-14, 15-15  
 sqrt function ..... **12-1**  
 src method ..... **16-9**  
 Stack class ..... **1-7**  
 Star class ..... **3-1, 3-4, 4-8**  
 starDataStruct method ..... **18-7**  
 starSymbol member ..... **16-5**  
 State class ..... **3-1, 9-1**  
 staticBuf() method ..... **18-3**  
 staticBuffering ..... 18-11  
 StringArrayState class ..... **9-6**  
 StringList class ..... **11-1, 16-1, 16-2**  
 StringState class ..... **9-5**  
 subsetOf method ..... **12-3**  
 substChar method ..... **16-5**  
 subtract method ..... **12-4**  
 Sub-Universecreation ..... 15-4  
 sumUp ..... **5-2**  
 switched method ..... **16-14**  
 switchGeo method ..... **16-13**  
 switchGeodesic ..... 18-3  
 symbol generation ..... **16-5**  
 symbol method ..... **16-6, 16-7**  
 symbolCounter method ..... **16-8**  
 SymbolList class ..... **16-5, 16-6**  
 SymbolStack class ..... **16-7**

**T**

tail method ..... **6-10**  
 targ method ..... **18-10**  
 Target ..... 15-7  
 Target class ..... **3-1, 3-4, 4-1**  
 targetName ..... **3-12**  
 targetNestedSymbol member ..... **16-7**  
 timeMark ..... **5-4**  
 TimeVal class ..... **12-4**  
 ToEventHorizo ..... **5-4**  
 ToEventHorizon ..... **5-4**  
 Tokenizer class ..... **9-3, 11-5**  
 tokenNew ..... **5-4**  
 transferDat ..... **5-5**  
 transferData ..... **5-5**  
 translateAliases method ..... **6-3**  
 type ..... **3-11**  
 type method ..... **6-2, 6-14**  
 typePort method ..... **6-2**

**U**

UniProcessor class.....	15-6, <b>15-11</b>
unique symbol generation.....	<b>16-5</b>
UniqueStringList class.....	<b>16-2</b>
UniqueSymbolGeneration .....	16-5
Universe.....	<b>3-11</b>
Universe class.....	3-1, <b>3-11</b> , 5-1
useStaticBuffering method .....	<b>18-13</b>
utility functions.....	9-5
utilityfunctions.....	6-9

**W**

wantStaticBuffering method.....	<b>18-13</b>
wasteFactor method.....	<b>16-10</b>
whereEmbedded method .....	<b>16-13</b>
Williamson, M. C. ....	16-1
Wormhole .....	<b>5-1</b>
wormhole .....	<b>5-4</b>
wormIn .....	<b>18-9</b> , 18-13
wormInputCode method .....	<b>18-12</b>
wormLoadCode .....	18-12
wormLoadCode method .....	<b>18-12, 18-14</b>
WormMultiPor .....	<b>5-5</b>
wormOut.....	<b>18-9</b> , 18-13
wormOutputCode method .....	<b>18-12</b>
wrapup .....	<b>3-3, 3-6, 3-12</b>
wrapup method .....	<b>18-12</b>
writeCode method .....	<b>18-13</b>

**X**

XGraph class .....	<b>11-7</b>
XHistogram class.....	<b>11-8</b>
Xiong, Y. ....	6-1

