Note from Richard Stallman

The Lisp Machine is a product of the efforts of many people too numerous to list here and of the former unique cooperative environment of the M.I.T. Artificial Intelligence Laboratory. I believe that the commercialization of computer software hinders the further development of systems such as described herein. I consider proprietary software morally objectionable and plan to dedicate my career to promoting the sharing and free exchange of software.

Starting in December 1983 I plan to work on the development of GNU, a complete Unix-compatible software system for standard hardware architectures, to be shared freely with everyone just like EMACS. This will enable people to use computers without agreeing to the idea of proprietary software. This project has inspired a growing movement of enthusiastic supporters. If you would like to join it, write to me at the address on the previous page. Help get programmers sharing again! Contributions of part-time programming help will be very welcome, as will funding from philanthropists to support full-time workers, and donations or loans of computers.

The current implementation of the window system is based on flavors, and was designed and implemented primarily by Howard Cannon and Mike McMahon during 1980. It replaced an earlier version implemented by me, which was based on Smalltalk-like classes. The newer version is generally an improvement, but as Howard Cannon steadfastly refused to discuss the design with me I must decline responsibility for such counterintuitive aspects as the definition of exposure.

About a third of this manual is based on earlier documents written by Dave Moon and Daniel Weinreb. Sarah Smith of LMI helped to correct the manual, and Chris Schneider and Steve Strassman provided useful suggestions.