This text contains a list of errata still present in our paper in the FME’94 Conference Proceedings. The changes made are printed in bold.

2.3 Message Passing

Rule 1: Message passing to a simple object

| [L, N=E] N   | → | E         | (variable selection) |
| [L, A] N     | → | [L] N     | if A is no N-variable association |

2.6 Object Composition

Rule 4: Composition of objects

a) ( [L1] + [L2] ) → [L1, L2]

b) (<E1/E2 > + E) → <E1/ (E2 + E) >

3.4 Recursive Data Structures

CIRCULAR := [val=1,
             next#< [val=2,
                     next#< [val=3,
                              next#< [self=self] >
                             ] / [self=self] > ]
             ] / [self=self] > ]

4.1 Class-based Inheritance

MODIFIER := [set# (x ≤ 5) if:[then=<self/[self=self,class=class,x=x,y=y]>,
                  else=error ]]

4.2 Mixin-based Inheritance

αOBJECT makePoint:{x=1,y=2} sety:{y=3} addColor:{c=yellow} make3D:{z=2} c