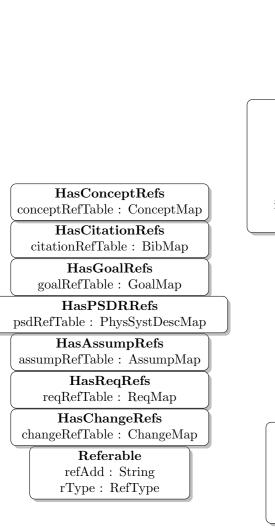
;



HasSymbolTable
symbolTable: SymbolMap

HasUnitTable
unitTable: UnitMap

HasDefinitionTable
defTable: ConceptMap

HasTermTable termTable : TermMap

HasName nameStr : String

RenderSpecial special : Special -; r (Should this be kept)

