

entityViewModel  
interface Fields()

interface Fields()

Object  
quant: from  
labels: ""  
entity  
↓  
Object  
seed

interface Fields()  
Object  
Quant: from  
labels: about  
e, p, r  
1:1

HeadInputModel  
headen  
label: Identity  
e, p, i

Object  
Quant  
label: PersonalName  
e, p, i  
1:1

HeadInputModel  
headen  
label: Description  
e, p, d

Object  
quant: from  
labels: ""  
e, p, d  
1:1

[2] interface Fields()

Object  
seed

← addGroup add  
another seed to  
this array

Object  
quant  
label: NamePart  
e, p, i, pF  
1:∞

Object  
quant  
label: variantNames  
e, p, i, vF  
0:∞

Object  
quant  
label: someAs  
e, p, i  
0:∞

popCreatePerson  
~~create Person~~  
populate Dialog → variant  
below line doesn't exist until  
edit existing variant

Object  
seed

addGroup

dialogInputModel  
dialog  
label: ""  
e, p, i, vF, v

Object  
quant  
label: ""  
e, p, i, vF, v

Object  
seed

Object  
quant  
label: NamePart  
e, p, i, vF, v  
0:∞

Object  
quant  
label: NamePart  
e, p, i, vF, v  
0:∞

Object  
quant  
label: NamePart  
e, p, i, vF, v  
1:∞

Object  
quant  
label: NamePart  
e, p, i, vF, v  
1:∞