

**SBase**

*GraphicalPrimitive2D*

**ListOfLineEndings**

**LineEnding**

id: SId

enableRotationalMapping: bool { use="optional" }

*RenderGroup*

**BoundingBox**

(xmlns:http://www.sbml.org/sbml/level3/version1/layout/version1)

lineEnding

1..\*

g

0,1

boundingBox

0,1