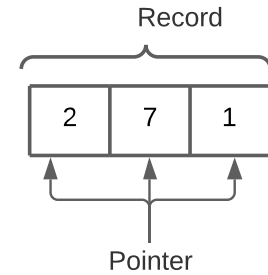
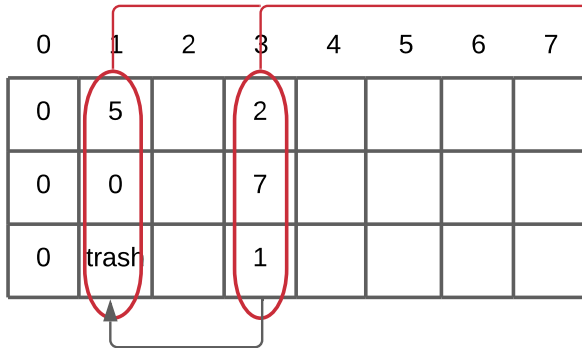


```
typedef logic [Width] Pointer;
typedef Pointer [Lat + 1] Record;
```



R ~ Record  
P ~ Pointer

