				template	
-	_id				NN
	title				NN
	description				NN
	<pre>boilerplate {} entityMap {}</pre>				NN NN
	ent	0 {}			NN
		typ	e		NN
		!	itability	string	NN
		dat	:a {}	template.boilerplate.entityMap.0.data	NN
			url		NN
			name		NN
			type width		NN NN
			height		NN
			meta {}		NN
			loop	bool	NN
			autoPlay		NN
			controls		NN
		1 0	poster		NN NN
		1 {} typ	e		NN
		!	itability		NN
			:a {}		NN
		2 {}		template.boilerplate.entityMap.2	NN
		typ	e	string	NN
			itability		NN
			:a {}		NN NN
		3 {} typ	e		NN
	blo		itability		NN
			ta {}	template.boilerplate.entityMap.3.data	NN
		4 {}		template.boilerplate.entityMap.4	NN
		typ	e		NN
			itability		NN
		dat 5 {}	:a {}		NN NN
		typ	e		NN
		!	itability		NN
		i	:a {}	template.boilerplate.entityMap.5.data	NN
		cks [{}]		template.boilerplate.blocks	NN
		key			NN
		text		string string	
		type depth			NN
			tyleRanges [{}]		NN
		offs	set	double	NN
		len	gth		NN
		styl			NN
		entityRa offs	anges [{}]		NN NN
		len			NN
		key	~		NN
		data {		template.boilerplate.blocks.data	NN
			deAttributes {}	temp late. boiler plate. blocks. data. node Attributes	NN
			size	string	
			_root	string	
			ownerid	string string	
			hash altered	string string	
			class	string	
		tex	tAlign	string	
		tex	tlndent	double	NN
		floa	at	string	
	hidden deleted createdDate updatedDate _class			bool	
				bool date	
				date	
				string	

