symbol

- a symbol is defined as $a < x, y, z >$ where x, y, z are args
- args are evaluated in reverse, so x can depend on y and z, and y can depend on z

components

- the L-String is generated via button press or at leas seperatly and first
- Structures are generated and drawn over one or more frames
- they get regenerated if global vars or the viewport changes
  - ‣ "maybe they could exist in local coordinate systems, so that they dont need to be regenerated on viewport changes. Maybe this can be done with blending?"
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