

class "container type system"

- 1/3 of sets, one for each container type abstractly
- methods for manipulating 1/3

class "container"

- unique id
- name
- 1/3 of items in container (container id)
- container type id

class "RMSystem"

input folder in native RMSystem
and container type
system object

attr

create a type 0 container
object for each RMS

attr = {objects}