

# TreeNode

NextSibling: REF
Last: BOOLEAN
HasStyle: BOOLEAN
Named: BOOLEAN
child: REF (first child)
Props: REF
Type: REF

if T THEN NextSibling => REF Parent

# NodeProp

Next: REF
typename
style
SavedPGS
marks
clusters
filename
NameTable
names (prop list)

NodePropsBody

NodeTypeBody



# TextNode

Rope: Rope.Ref
lookRuns: REF

# lookRun

Next: REF
count: CARD
looks: Vector

