type
ty_build_ptr(ST_ID, TYPE)

exactly 1 of these is nonNULL

if ST_ID: Puts the id on a global list of unresolved pointer types (return?)

otherwise, returns a procedural type with return type given by 2nd arg

---

symtab.h

SDR stdr_alloc();

BOOLEAN st_install(ST_ID, ST_DR)

ST_DR st_lookup(SID, int *)
& block

Backend:
b_global_decl(id, size, align)
b_skip(size)

Mar 16-11:01 AM