```
-- DebugSymbolDefs.Mesa
-- Edited by:
--              Barbara; June 19, 1978  1:39 PM

DIRECTORY
  ControlDefs: FROM "controldefs" USING [FrameHandle, GlobalFrameHandle],
  SymbolTableDefs: FROM "symboltabledefs" USING [
    SymbolTableBase, SymbolTableHandle];

DebugSymbolDefs: DEFINITIONS =

BEGIN

AttachSymbols: PROCEDURE [frame: ControlDefs.GlobalFrameHandle, file: STRING];
CheckDCache: PROCEDURE;
DAcquireSymbolTable: PROCEDURE [h: SymbolTableDefs.SymbolTableHandle]
  RETURNS [b: SymbolTableDefs.SymbolTableBase];
DCheckSymbolItems: PROCEDURE;
DCleanSymbolItems: PROCEDURE;
DReleaseSymbolTable: PROCEDURE [b: SymbolTableDefs.SymbolTableBase];
HandleForBase: PROCEDURE [b: SymbolTableDefs.SymbolTableBase]
  RETURNS [SymbolTableDefs.SymbolTableHandle];
PurgeUserSymbols: PROCEDURE RETURNS [did: BOOLEAN];
SymbolsForFrame: PROCEDURE [frame: ControlDefs.FrameHandle]
  RETURNS [table: SymbolTableDefs.SymbolTableHandle];
SymbolsForGFrame: PROCEDURE [gframe: ControlDefs.GlobalFrameHandle]
  RETURNS [table: SymbolTableDefs.SymbolTableHandle];
TableForString: PROCEDURE [name: STRING]
  RETURNS [SymbolTableDefs.SymbolTableHandle];

END...
```