line 259: follow "initial_value_element": does this make sense in this context?  
   e.g., what is "real_expr", "BLOCK_NAME"?  
   a. need to systematically follow each syntax element tree to make sure each  
      element has a definition  
   b. need to make sure that each syntax element definition makes sense where  
      it is used  
* line 280: typo: the Microsoft reference should be "#pragma once"  
* line 343, 353: get Size usage in line with Category/Selector syntax, e.g.,  
   group_property =  
      <  
      Axes.Size | // Unsigned - number of axes. If no axes, returns 0  
   >  
   axis_property =  
      <  
      Bins.Size | // Unsigned  
   >  
   This and other Binning changes require group consensus  
line 343: should 0 Axes be a legal state?  0 Axes implies that there are no  
   Pass and/or Fail Bins.  
   Should any array of size 0 be allowed?  
* line 366: should OnSiteStart remain in Phase I? if so what are the  
   semantics?  
line 373 - 384: should this be about syntax alone or should there be an  
   explanation per property?  
   Applies to other parts of document also.  
* line 397: Typo: Category[I] does not return a Name  
* line 397, 400, 403: SPEC_NAME should be optional and Category should be  
   Categories as per previous consensus,  
   i.e., (SPEC_NAME.)Categories[I]  
line 392: missing iteration semantics: if a spec has two+ Categories, under dot0,  
   under dot4:  
   1. under dot4, all Categories must have the same set of variables as per  
      previous consensus  
   2. under dot4, Variables[I] should produce the same variable for each  
      Category (my assertion, no consensus)  
      what happens when the variable list sequence is different under each  
      category? illegal?  
line 395: should Size return an unsigned integer? (it does according to the  
   Binning document)
line 495: "OnStart" should become "On Start" to permit construct "On <UserKeyword>". Also cull list to On:
    Load
    LotEnd
    LotStart
    Reset
    Start
    WaferEnd
    WaferStart
    <UserKeyword>