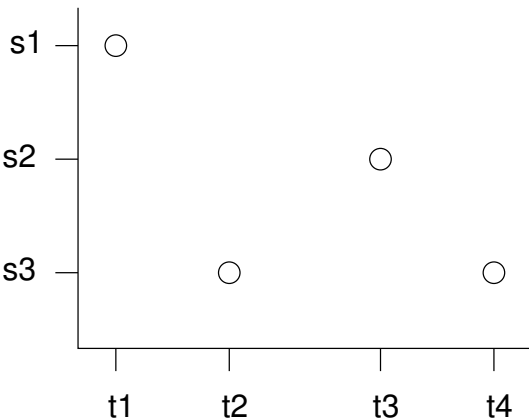
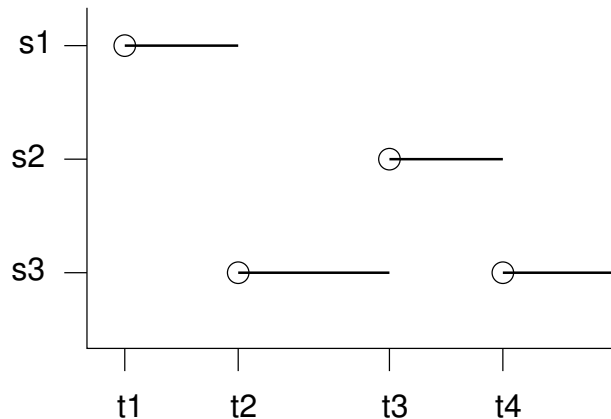


time: instance



time: interval



time: instance; moving objects

