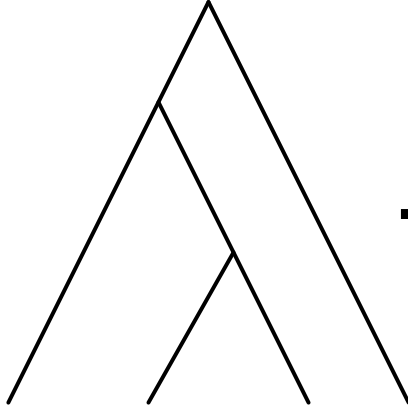


ColouredTree

=



Tree

+

2	1	0	3	0	2
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IntegerParameter (changeCounts)



IntegerParameter (changeColours)



RealParameter (changeTimes)