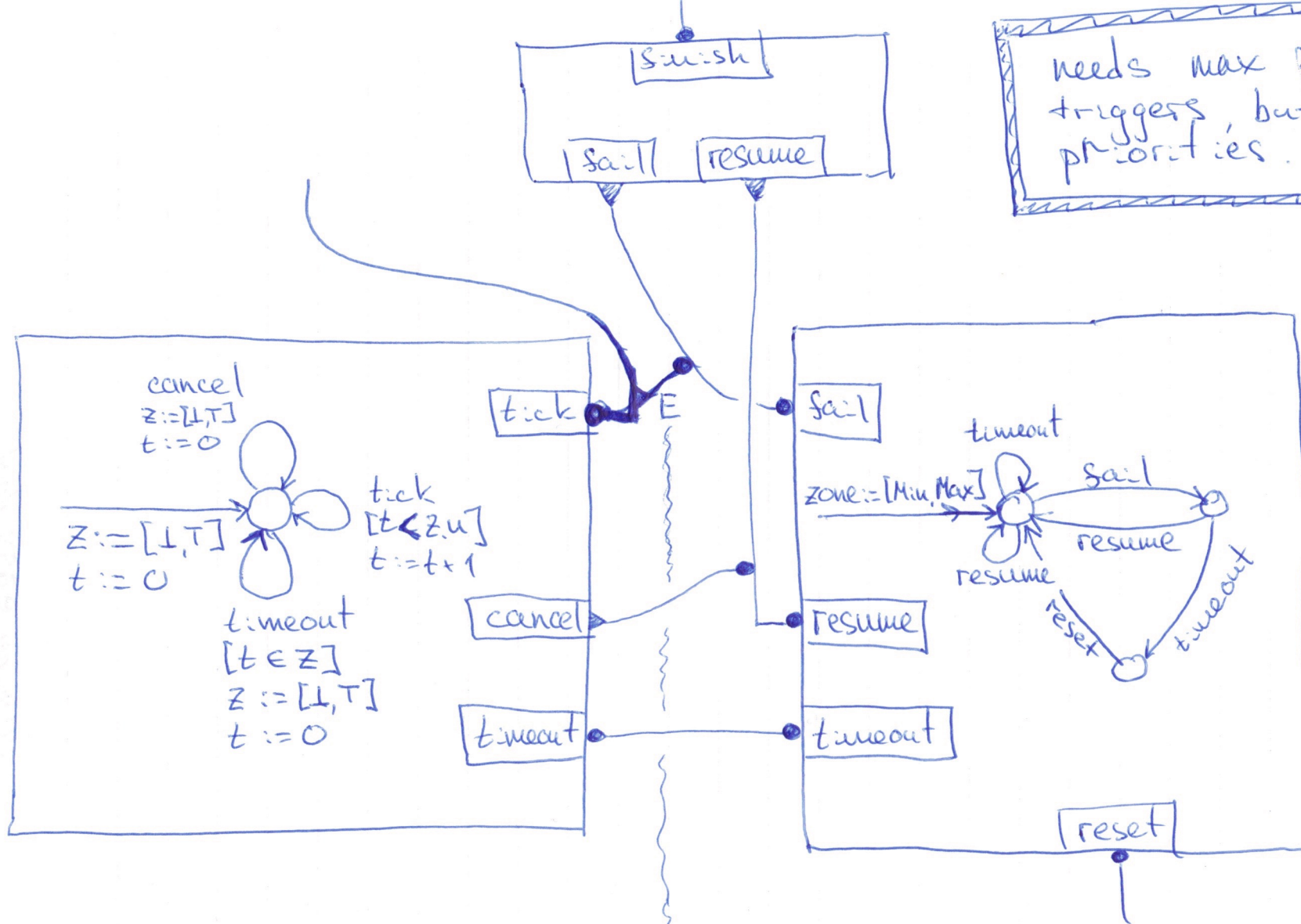


needs max progress for triggers, but no other priorities.



$$E = \left[\text{Timer}.z := \text{Timer}.z \cap \left(\text{Ctrl}.zone \in [L, T] + \text{Timer}.t \right) \right]$$

by default, i.e. when Ctrl.zone does not participate in the interaction hence Ctrl.zone is NA