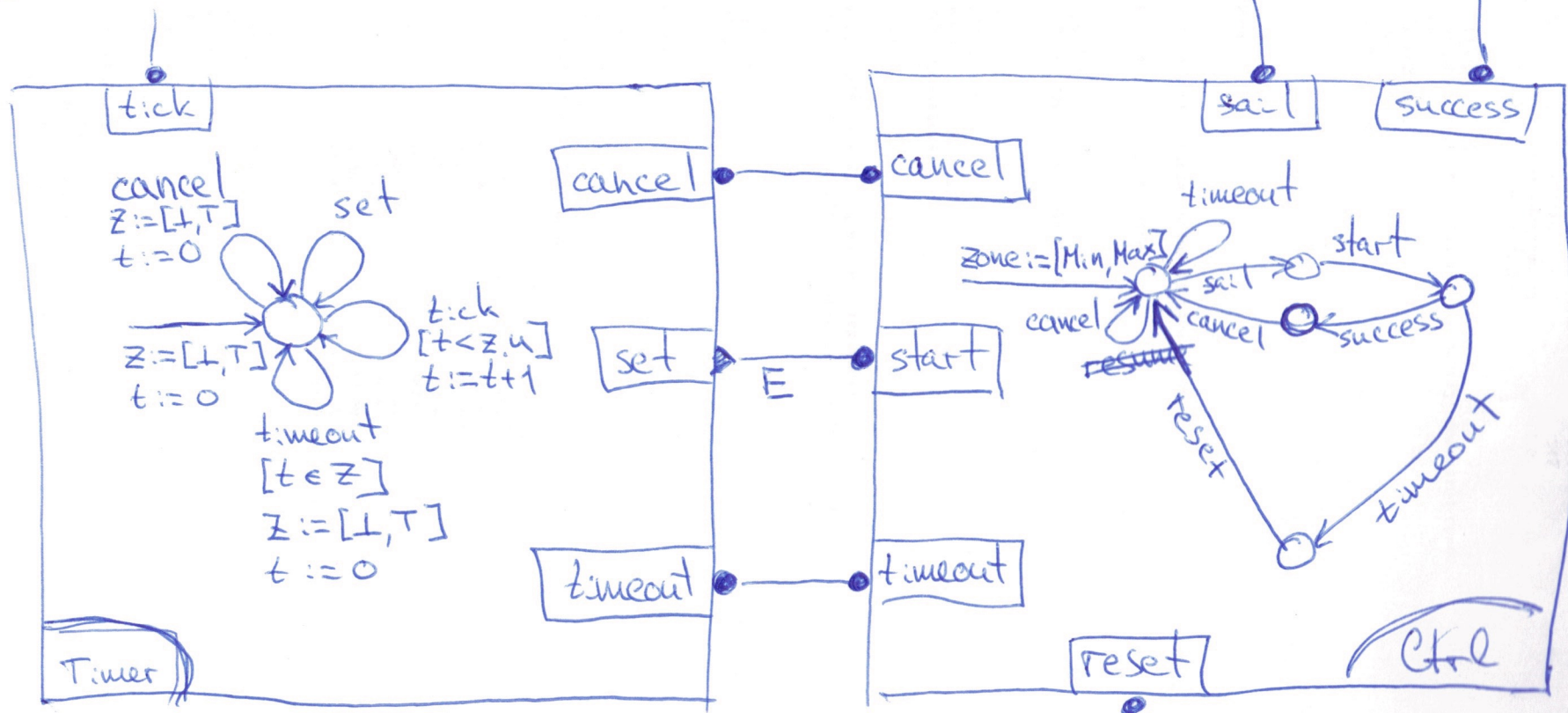
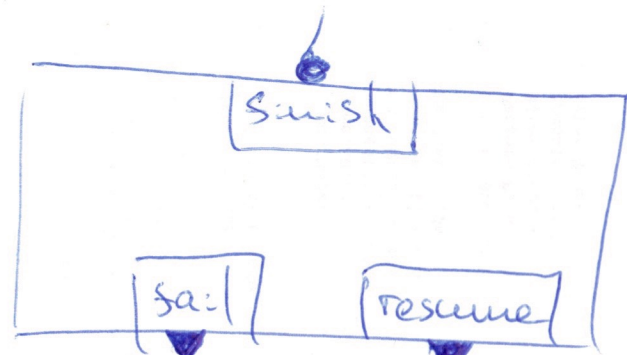


$t: \text{Int}$
 $z: \text{Interval}$
 type Interval {
 $l: \text{Int};$
 $u: \text{Int}$
 }

needs max progress to work
 (otherwise start might never fire)
 needs priority to work well
 ($\text{tick} < \text{set.start}$)



"by default", i.e. when
 Ctrl start does not participate
 and, therefore, Ctrl zone is N/A

$$E = \left[\text{Timer.z} := \text{Timer.z} \cap (\text{Ctrl.zone} \cup \text{Timer.t}) \right]$$

Ctrl zone is N/A