BoundaryInterface	
	Boundary< Type, ABOVE >
	Boundary< Type, BELOW >
	Boundary< Type, EQUALS >
	Boundary< Type, NOT_EQUALS >
	Boundary< Type, OUT_OF_RANGE >
	Boundary< double, TIME_ACCUMULATION >
	Boundary< float, TIME_ACCUMULATION >
	Boundary< void, ERROR HANDLER >

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