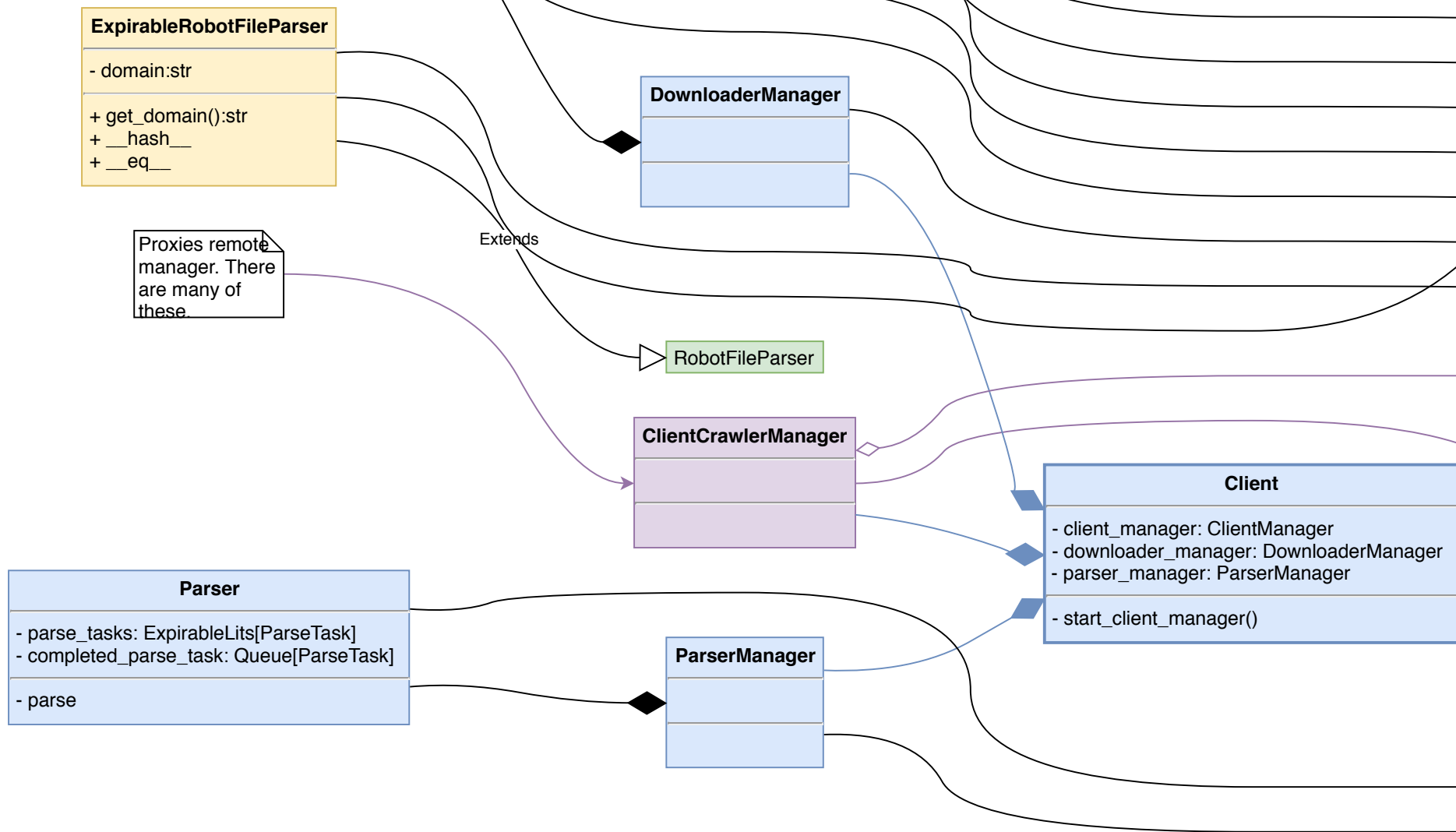
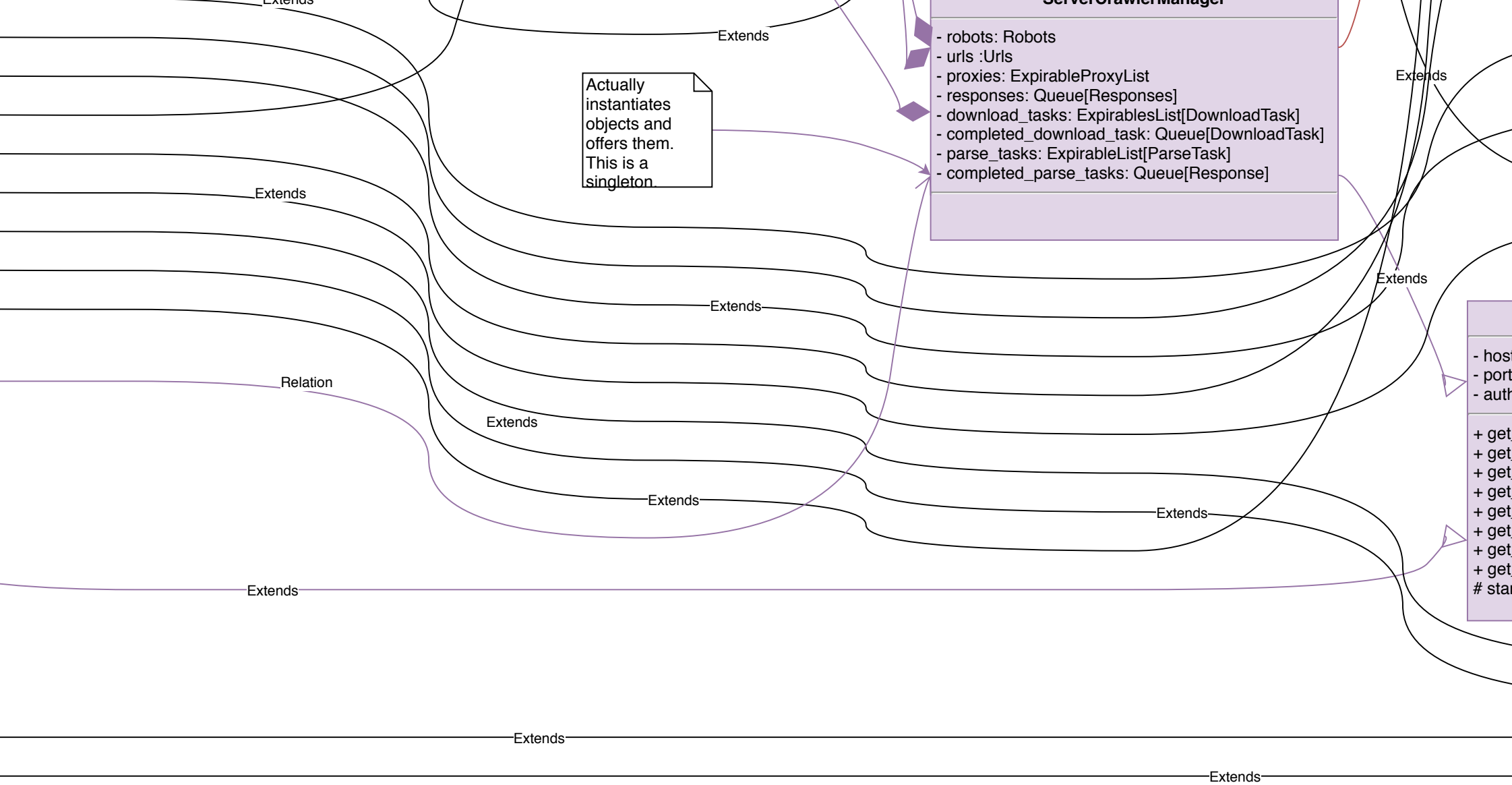
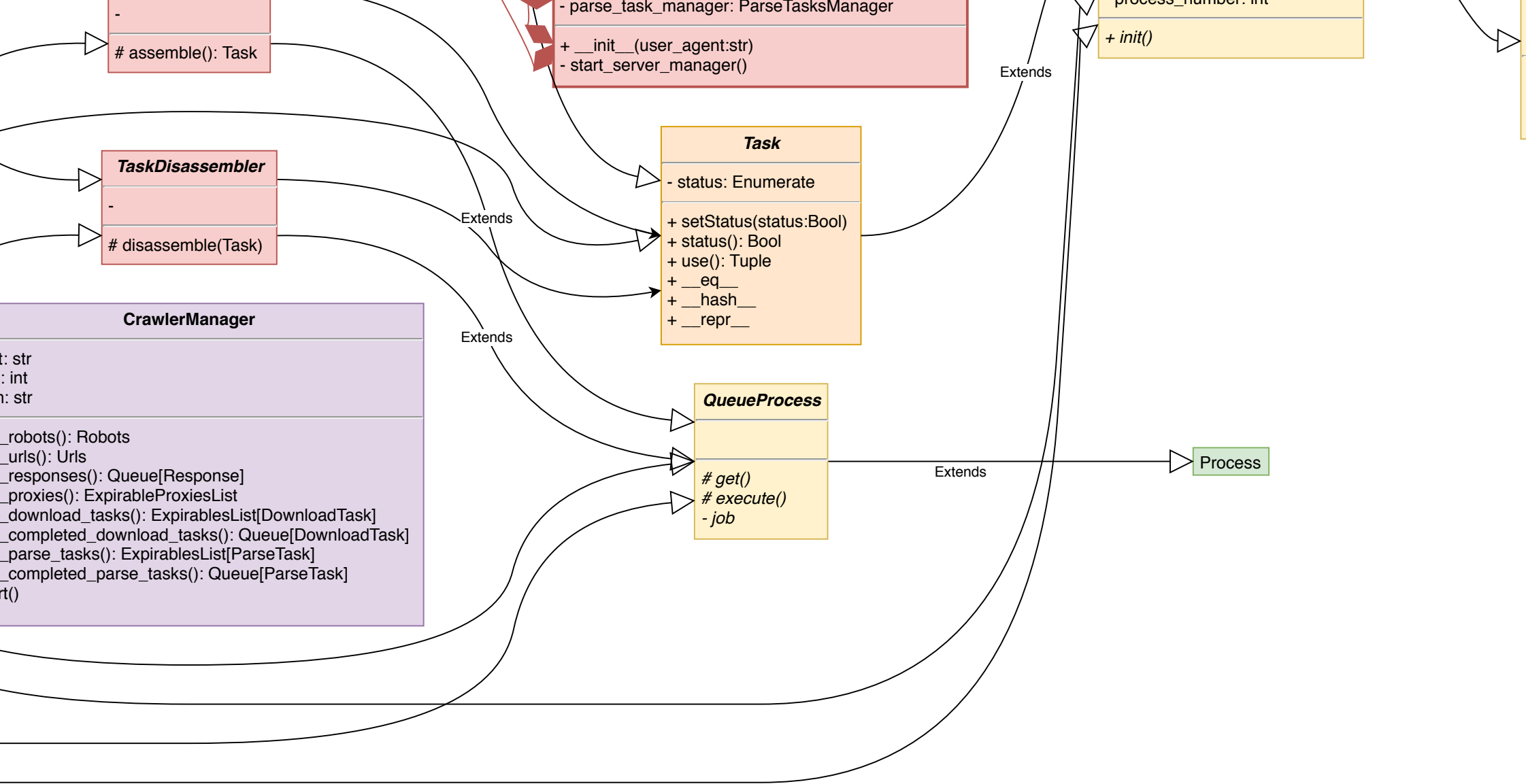


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- use_timeout:float
- _available_time:float

+ used()
+ available():Bool
+ use()