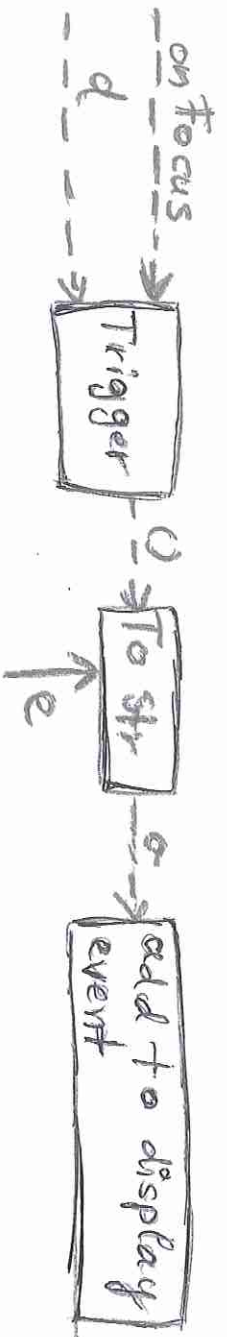
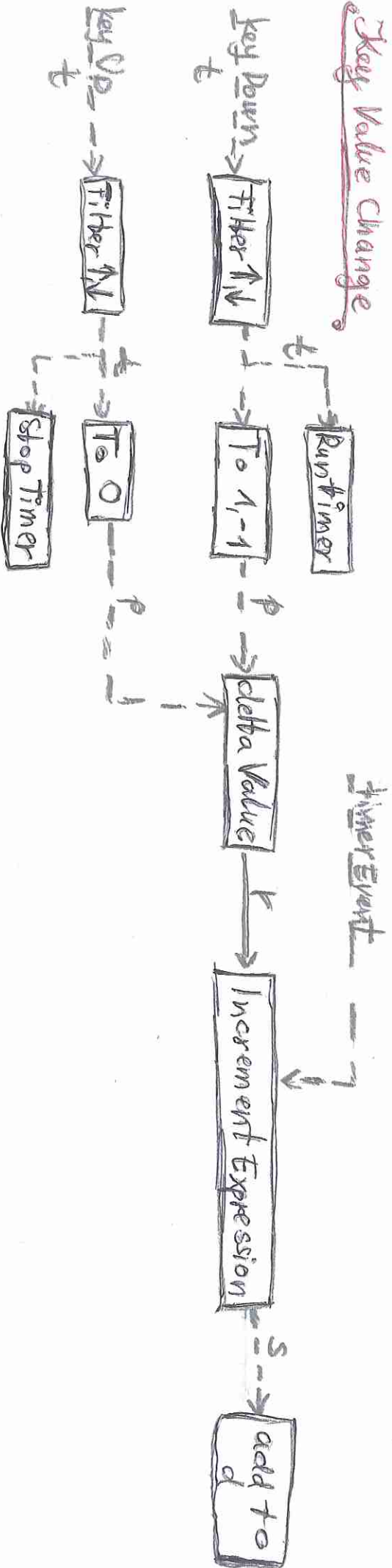


# Display



or :: Event String

## Key Value Change



P :: Event Integer

R :: Behavior Integer

S :: Event (Either Expression)

t :: Event KeyCode