

Event

trigger : (math : Math {namespace="http://www.w3.org/1998/Math/MathML"})
delay : (math : Math {namespace="http://www.w3.org/1998/Math/MathML"})
timeUnits : Sld { use="optional" }
eventAssignment : EventAssignment[1..n]

EventAssignment

variable : Sld
math : Math {namespace="http://www.w3.org/1998/Math/MathML"}