

















		Scales		Positions	
		scale_x_mixtime		position_time_*	
Coordinates		original	warped	absolute	civil
Linear	coord_cartesian				
Cyclical	coord_loop (in radial)				
	coord_loop (in cartesian)				
	coord_calendar				
		<i>Ragged</i>	<i>Justified</i>	<i>Ragged</i>	<i>Justified</i>



Granularities

1W 1D 1S

Facetting

Q1 Q2 Q3 Q4

Time types

Statistics

$\sum y_t$

Interoperability

... and more!



many possibilities!

GG:TIME