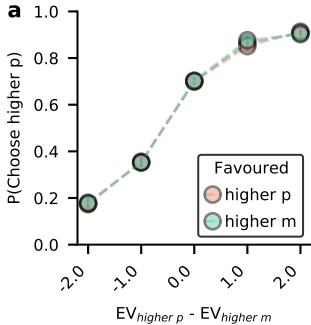


Duration manipulation



Sequence manipulation

