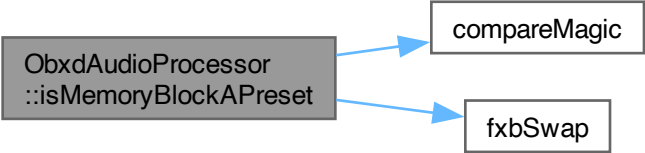


ObxdAudioProcessor
::isMemoryBlockAPreset



```
graph LR; A[ObxdAudioProcessor::isMemoryBlockAPreset] --> B[compareMagic]; A --> C[fxbSwap];
```

compareMagic

fxbSwap