

optimized graph
get_bitmap 0x12e510000
(metal context 1 frame 1)
workingFormat=RGBA8
format=RGBA8
roi=[0 0 720 360]

affine
1 0 0
0 1 0
rois=[0 0 720 360]
pixels=259200
extent=[infinite][0 0 720 360]
digest=62C143767D405B3B

clamp_to_alpha
rois=[0 0 720 360]
pixels=259200
extent=[infinite][0 0 720 360]
digest=4F4B2D1374345000

premultiply
rois=[0 0 720 360]
pixels=259200
extent=[infinite][0 0 720 360]
digest=70413006A818B828

linear_to_srgb
rois=[0 0 720 360]
pixels=259200
extent=[infinite][0 0 720 360]
digest=7DE78692A0202C5E

unpremultiply
rois=[0 0 720 360]
pixels=259200
extent=[infinite][0 0 720 360]
digest=EC0C65B6D2639CAA

colorkernel colorFilterKernel
rois=[0 0 720 360]
pixels=259200
extent=[infinite][0 0 720 360]
digest=ABD432F8C8AA0F5E

srgb_noop
rois=[0 0 720 360]
pixels=259200
extent=[infinite][0 0 720 360]
opaque shallow
digest=F7F2CFFE2D8AB177

swizzle_bgr1
rois=[0 0 720 360]
pixels=259200
extent=[infinite][0 0 720 360]
opaque shallow
digest=510968BB1CD05D58

IOSurface 0x600000565dc0(619) seed:1 sRGBA8 alpha_one edge_clamp
rois=[0 0 720 360]
pixels=259200
extent=[infinite][0 0 720 360]
opaque shallow
digest=480FFA9010E18A54