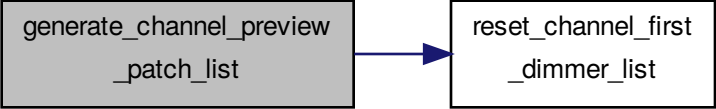


generate\_channel\_preview  
\_patch\_list



```
graph LR; A[generate_channel_preview_patch_list] --> B[reset_channel_first_dimmer_list]
```

reset\_channel\_first  
\_dimmer\_list