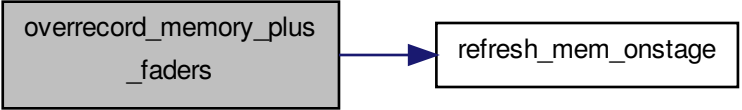


overrecord_memory_plus
_faders



```
graph LR; A[overrecord_memory_plus_faders] --> B[refresh_mem_onstage]
```

refresh_mem_onstage