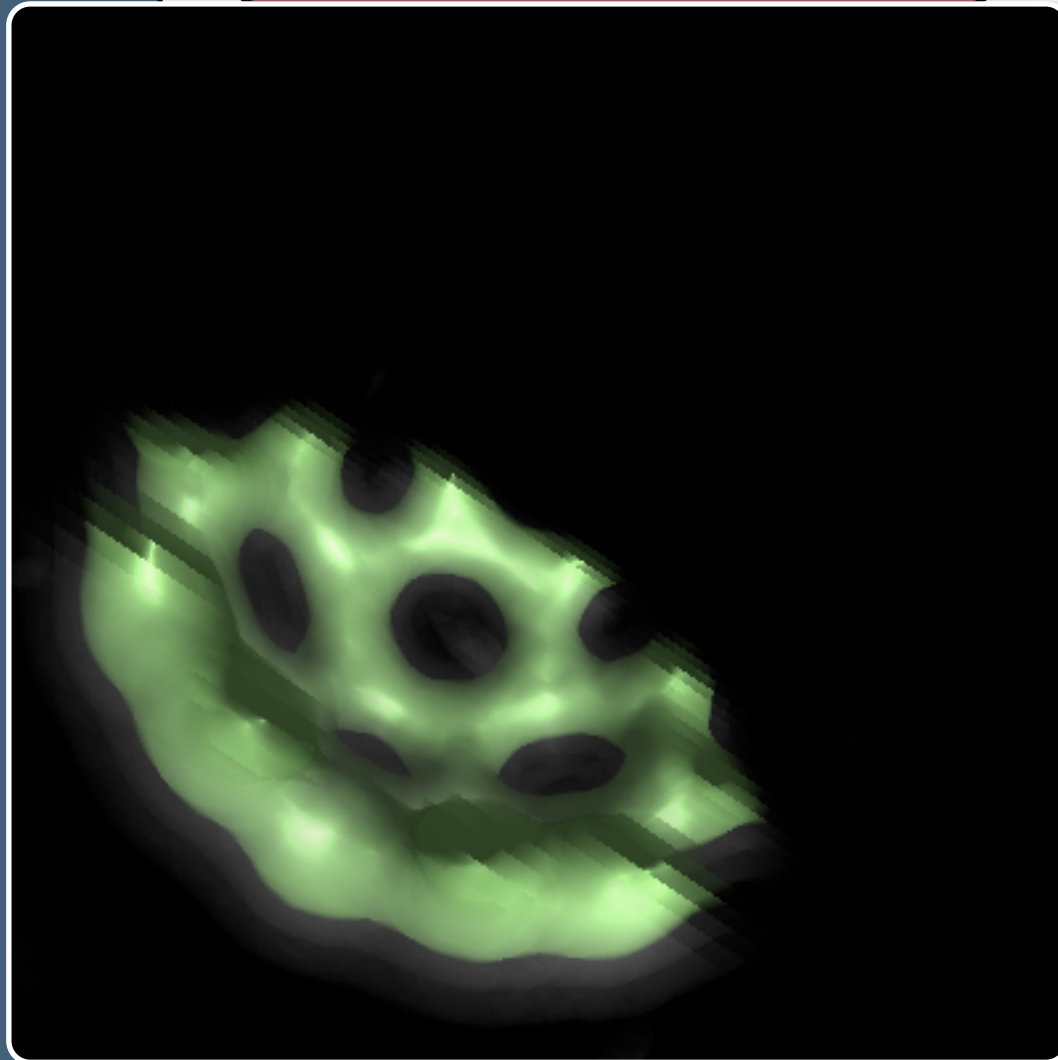
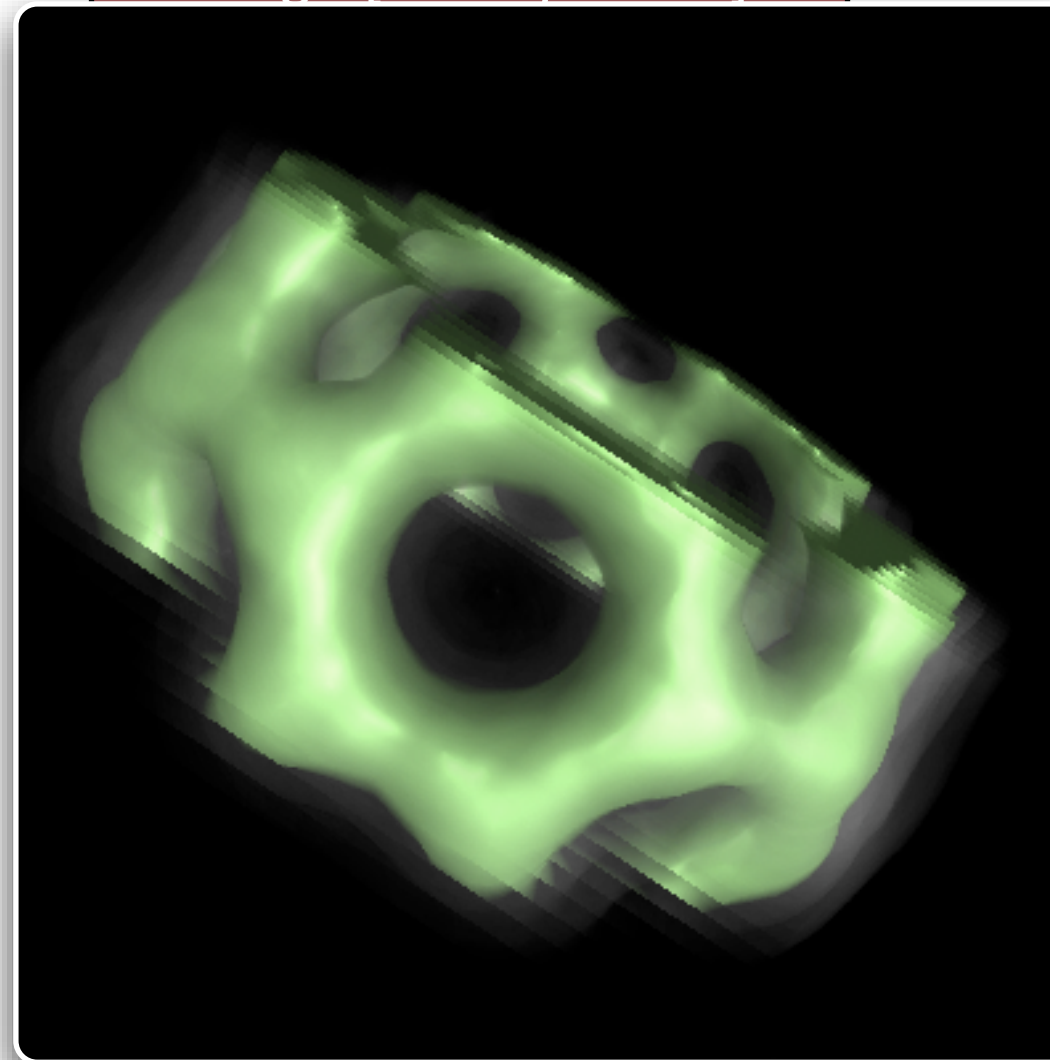


channel "destination"
wall { ... }

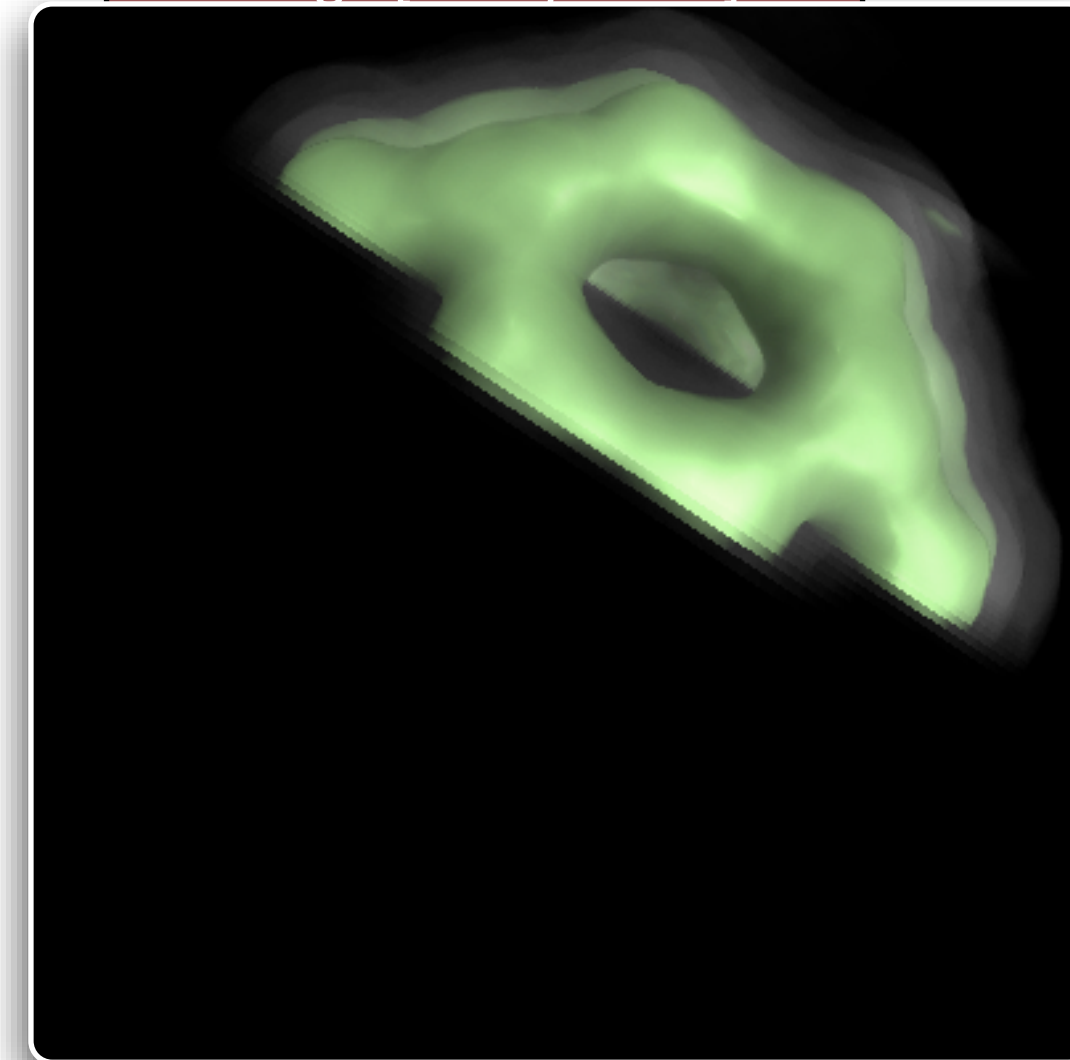
channel "destination"
range [1st quarter]



channel "buffer1"
range [2nd quarter]



channel "buffer2"
range [3rd quarter]



outputframe "frame.b1"

outputframe "frame.b2"

inputframe "frame.b1"
inputframe "frame.b2"

