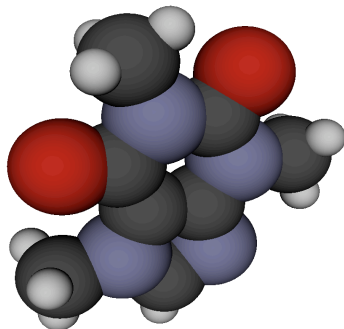


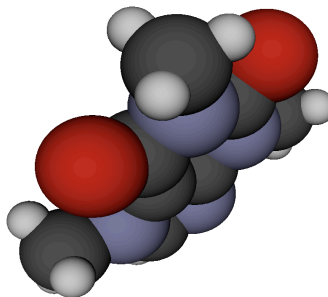
channel "destination"
wall { ... }

channel "buffer1"
period 3 phase 0



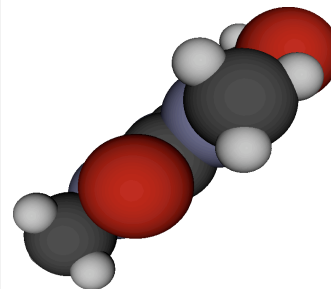
outputframe "DPlex"

channel "buffer2"
period 3 phase 1



outputframe "DPlex"

channel "buffer3"
period 3 phase 2



outputframe "DPlex"

inputframe "DPlex"

