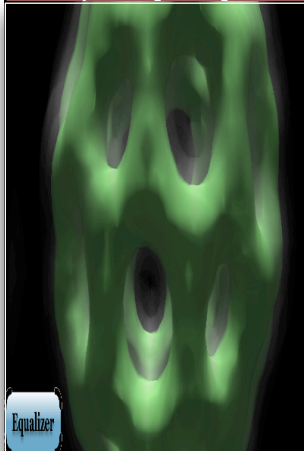


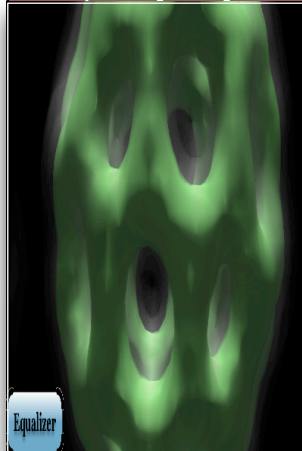
channel "destination"
wall { ... }

channel "buffer1"
pixel [0 3]



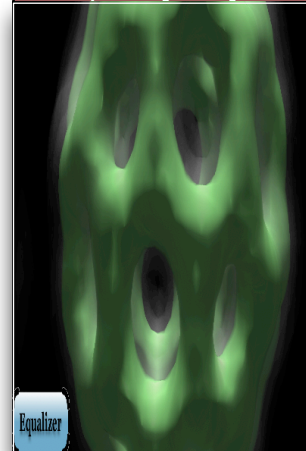
outputframe "frame1"

channel "buffer1"
pixel [1 3]



outputframe "frame3"

channel "buffer2"
pixel [2 3]



outputframe "frame3"

inputframe "frame1"
inputframe "frame2"
inputframe "frame3"

