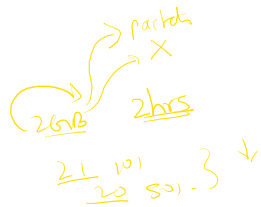
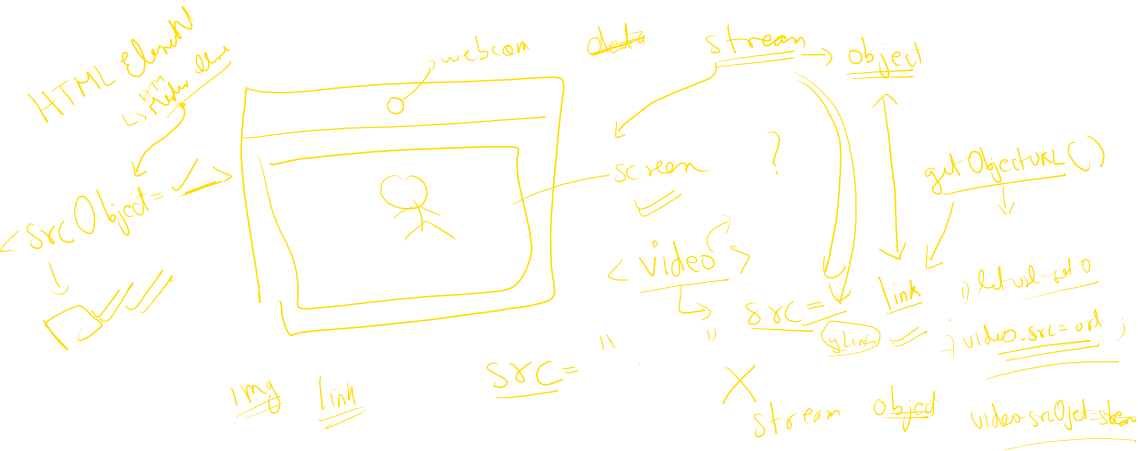


Media API  
↳ browser



data → packets [ ] [ ] [ ] [ ] [ ]  
media stream



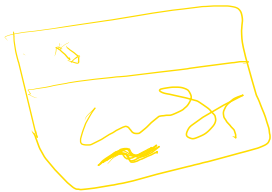
youtube

buffer



2D render

open board



recordMedia — X  
↓  
recorder.start() → flag = true  
recorder.stop() → flag = false  
("start", () => {  
 chunk