


frame_buffer_with_buff



```
graph LR; A[frame_buffer_with_buff] --> B[frame_buffer]
```

A diagram illustrating a pointer relationship. On the left, a gray rectangular box contains the text 'frame_buffer_with_buff'. A blue arrow points from the right side of this box to the left side of a white rectangular box on the right, which contains the text 'frame_buffer'. Both boxes have a thin black border.

frame_buffer