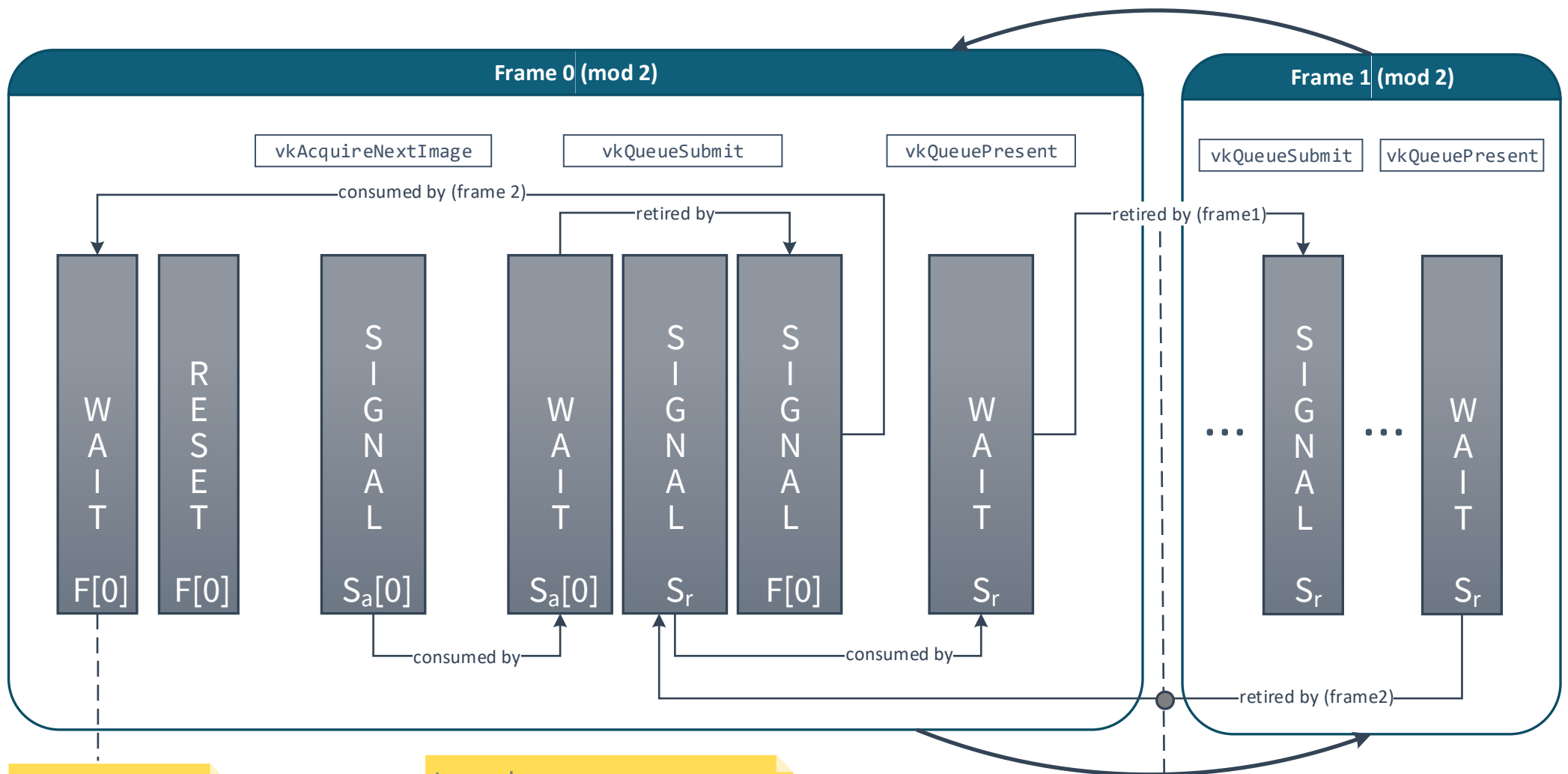


# Multiframe Synchronization



I know I can reuse S<sub>a</sub> and S<sub>r</sub> here; they are no longer in any pending state.

## Legend:

F is `submissionFences`  
 S<sub>a</sub> is `imageReadySs`  
 S<sub>r</sub> is `renderDoneS`

**vkQueueSubmit** synchronization scope with Signal Operation Order guarantees that semaphore of any previous present (S<sub>r</sub>) will be unsignaled before its signal op

