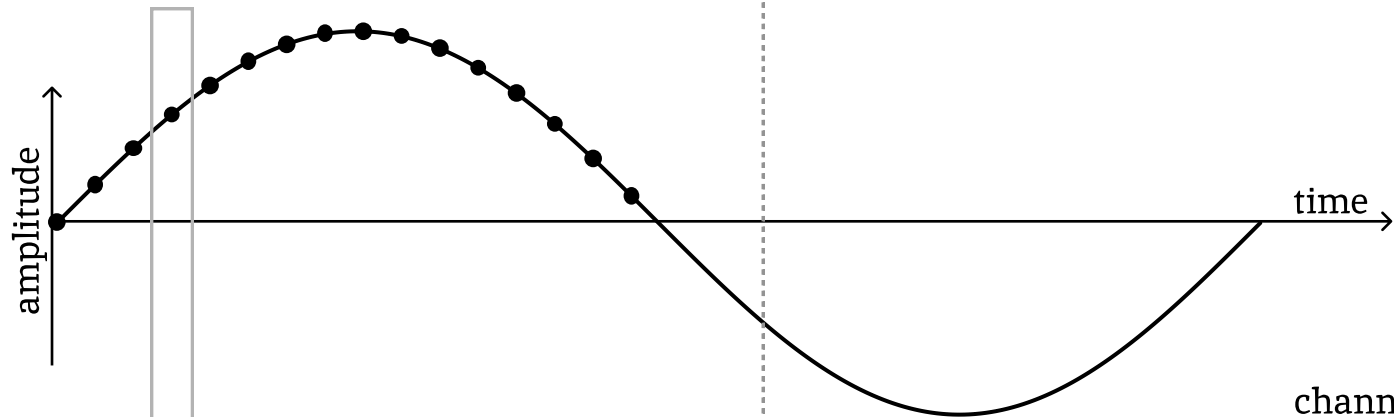
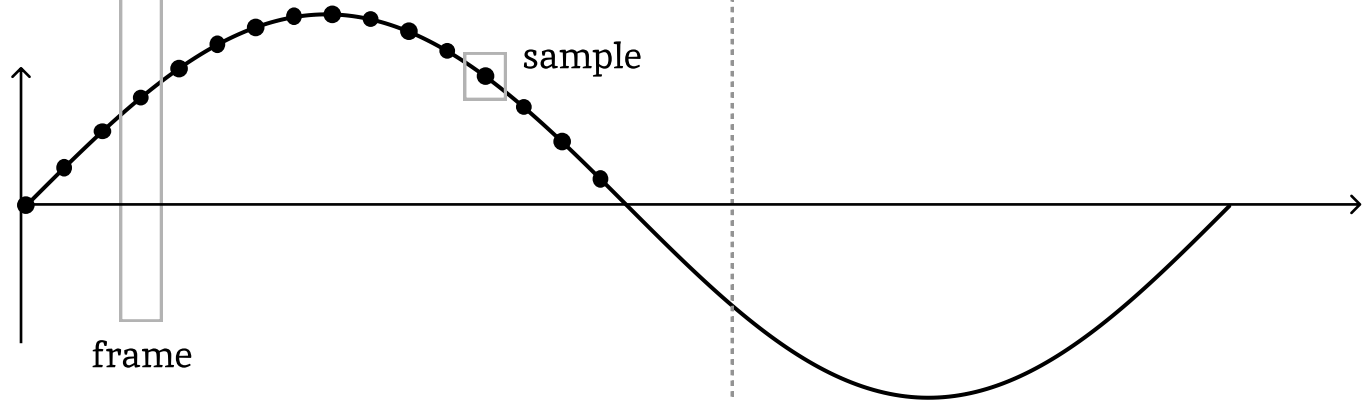


buffer



channel



frame