



Legend
Element-States: [~] void-pending, [0] null, [-] ready, [=] paused, [>] playing
Pad-Activation: [-] none, [>] push, [<] pull
Pad-Flags: [b]locked, [f]lushing, [b]locking, [E]EOS; upper-case is set
Pad-Task: [T] has started task, [t] has paused task