

StereoPort::leftChannelBuffer

```
graph LR; A[StereoPort::leftChannelBuffer] --> B[jack_port_get_buffer]
```

A diagram showing a pointer relationship. On the left, a gray rectangular box contains the text 'StereoPort::leftChannelBuffer'. A dark blue arrow points from the right side of this box to the right side of another rectangular box on the right. This second box is white with a black border and contains the text 'jack_port_get_buffer'.

jack_port_get_buffer