

StereoPort::rightChannelBuffer

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

A diagram showing a pointer relationship. On the left, a gray rectangular box contains the text 'StereoPort::rightChannelBuffer'. A dark blue arrow points from the right side of this box to the left side of a white rectangular box on the right. The white box contains the text 'jack_port_get_buffer'.

jack_port_get_buffer