

Sync Buffer



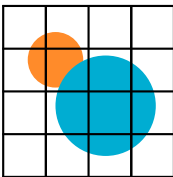
Grid Buffer



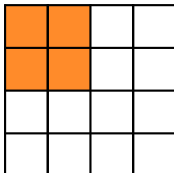
Stream Buffer



Main Grid



Obj Grid #1



Obj Grid #2

