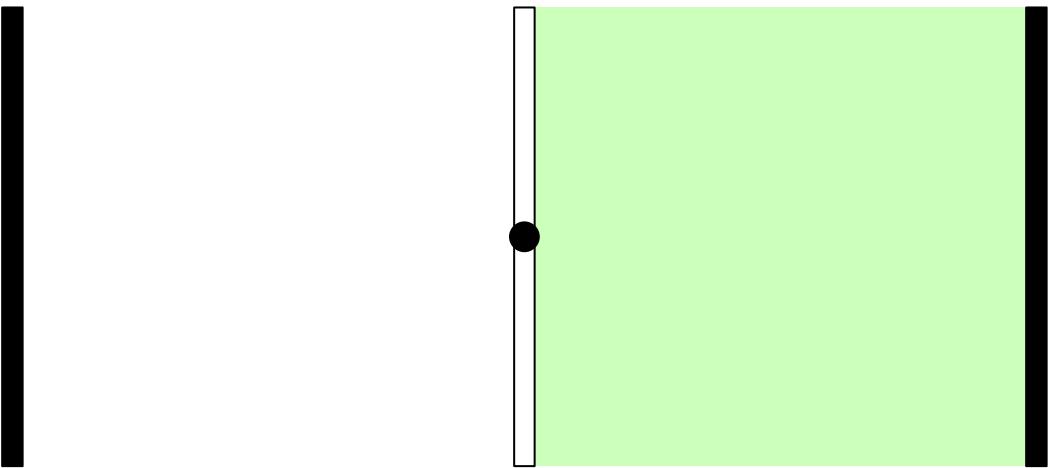
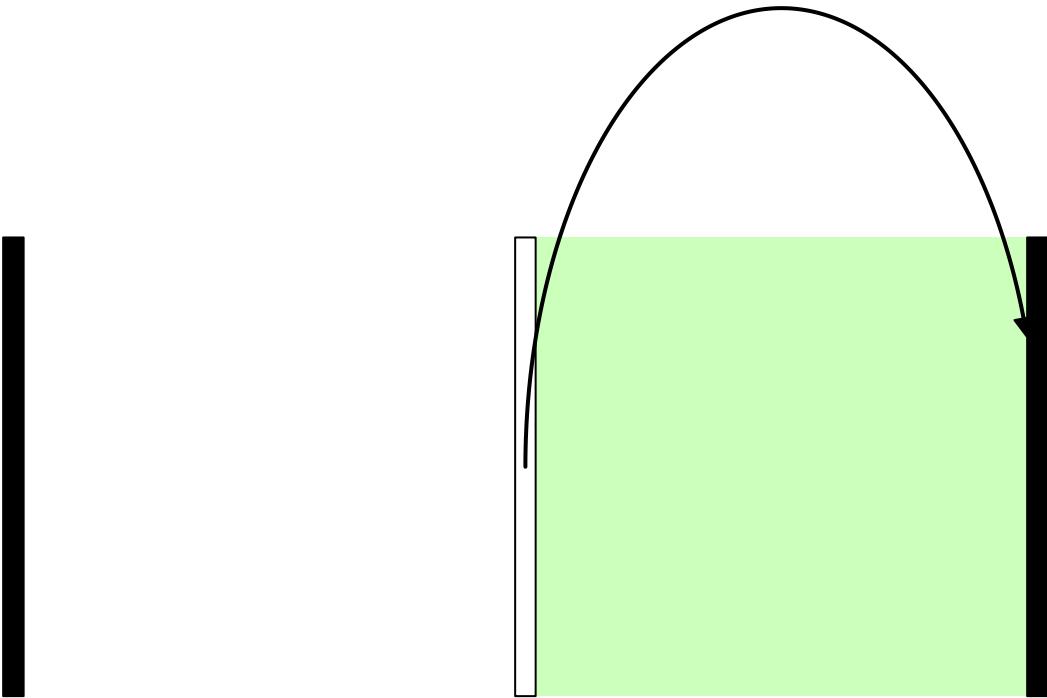
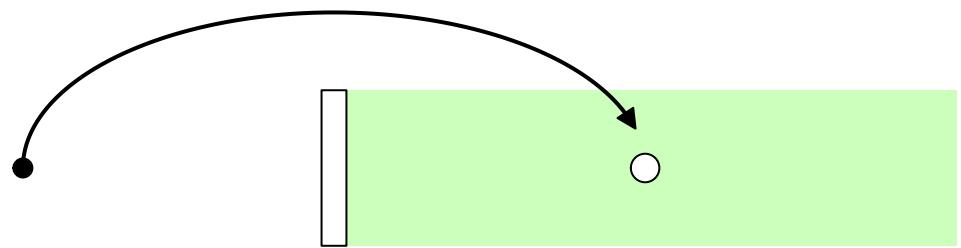
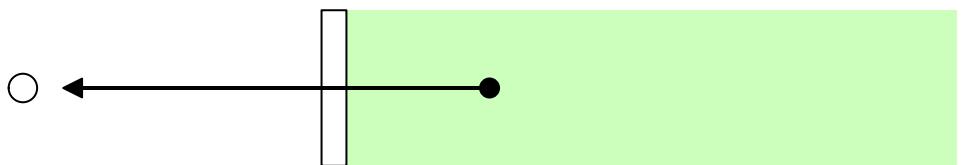
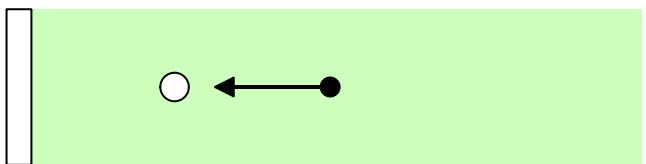
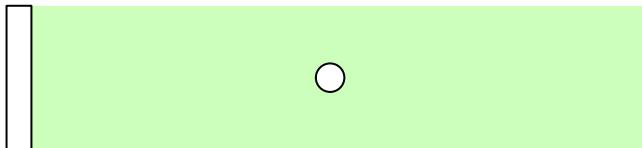


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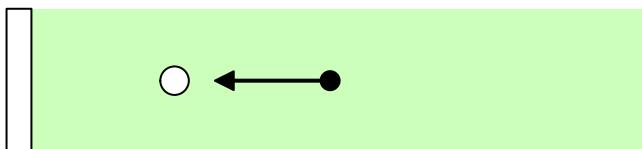




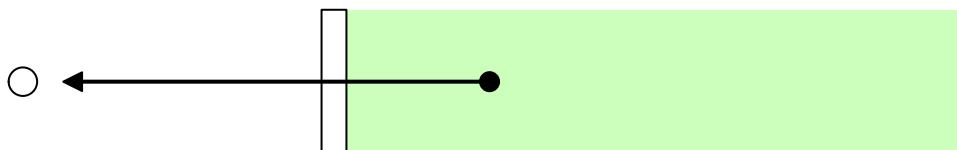




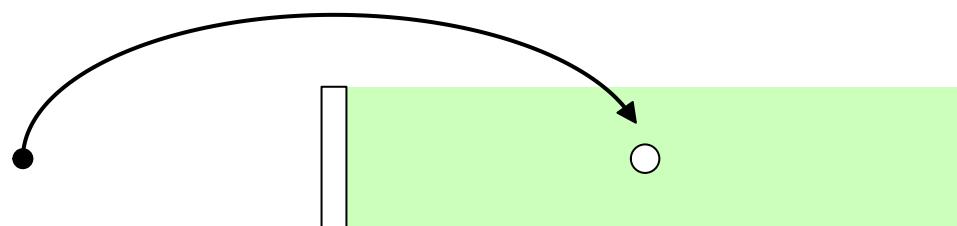
1.



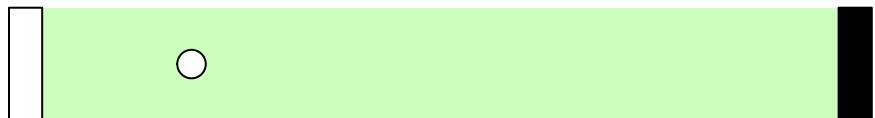
2.



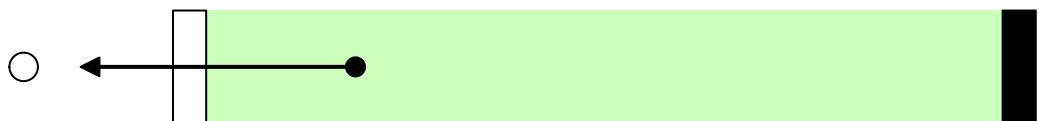
3.



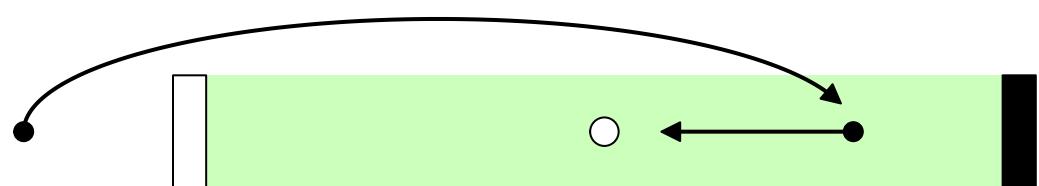
4.



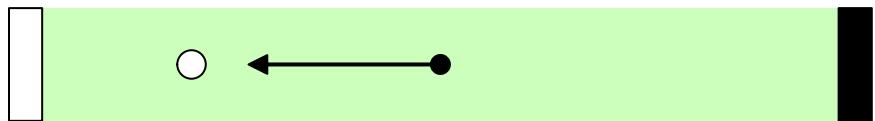
1. begin



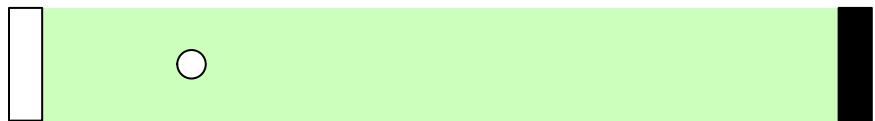
2. sleep to the start of next frame



3. update RAM (advances 1 frame)



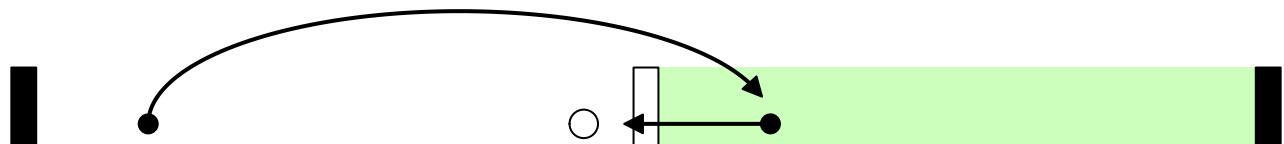
4. draw (takes a little time)



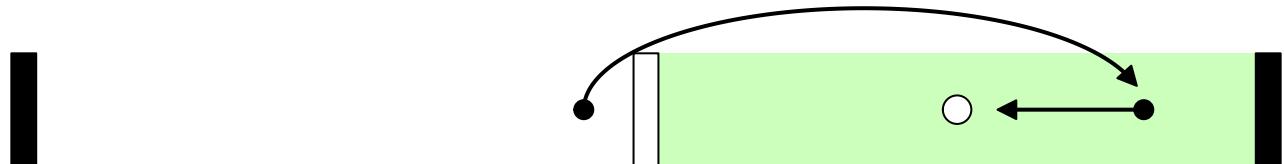
5. caught up



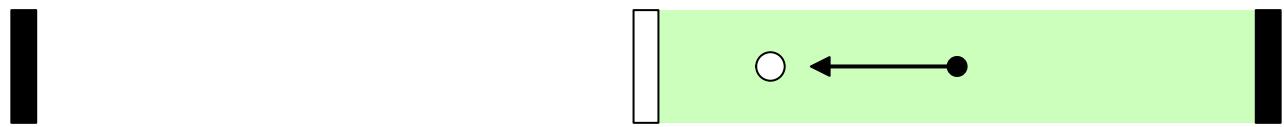
1. begin



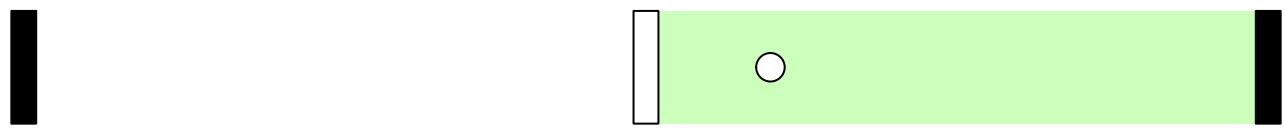
2. update



3. update



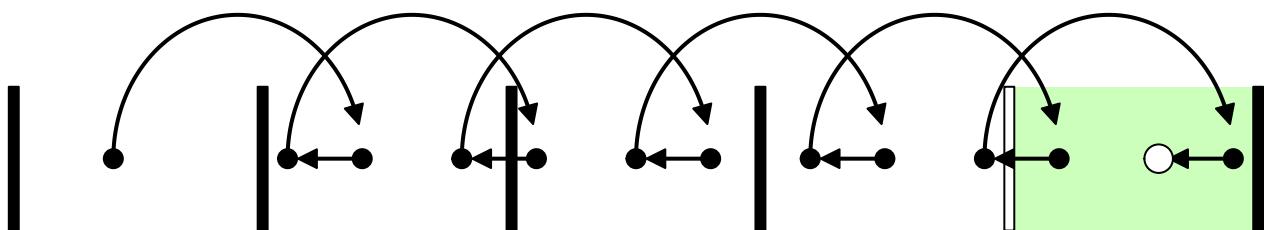
4. draw



5. caught up



1. begin



2. update until ahead



3. draw



4. caught up

