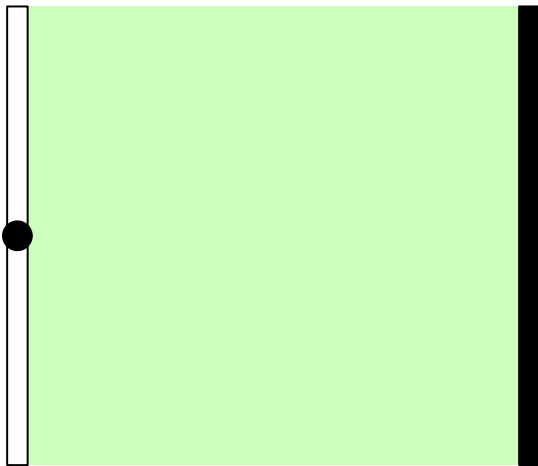
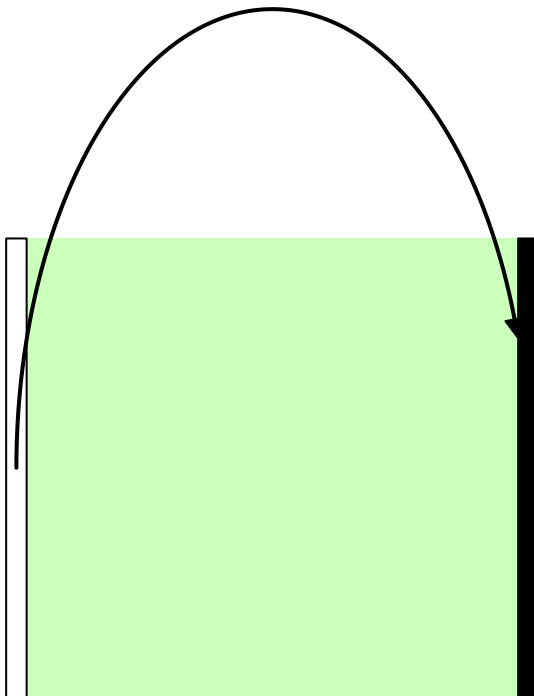
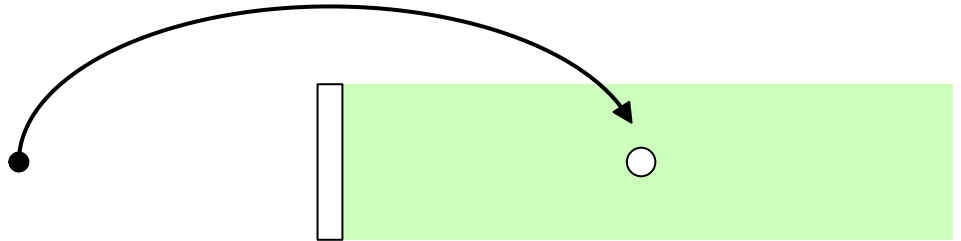
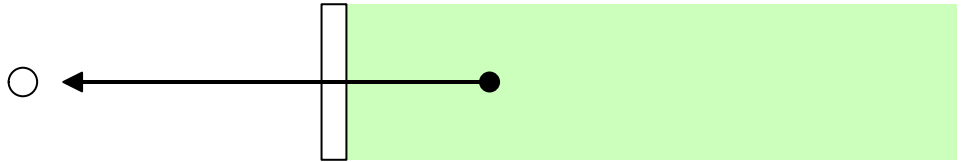
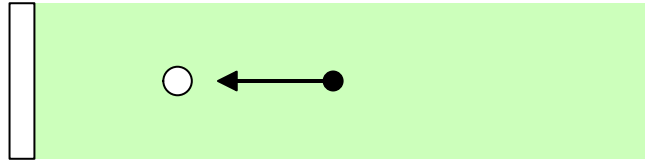


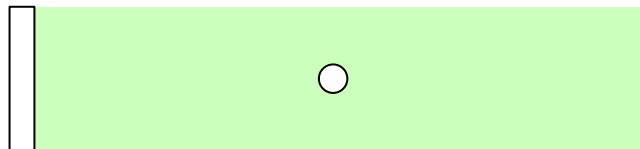


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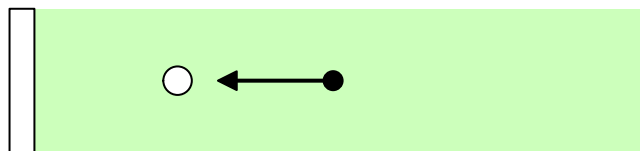




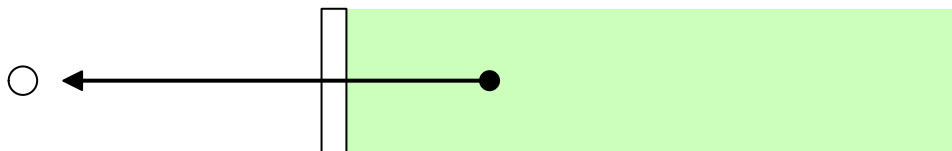




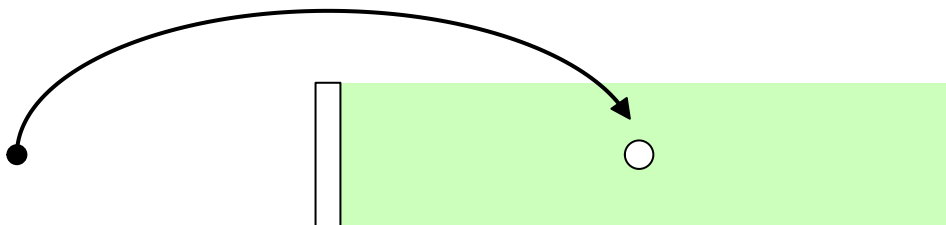
1.



2.

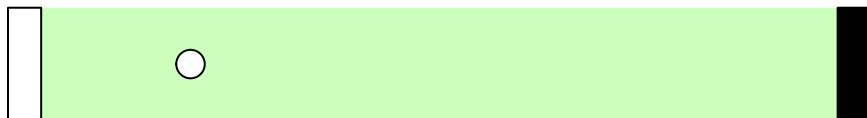


3.

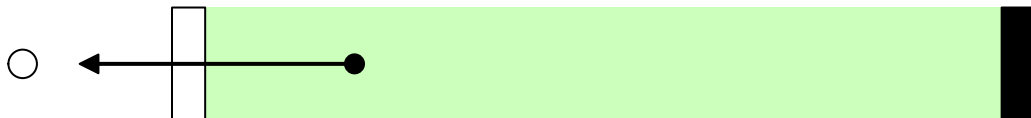


4.

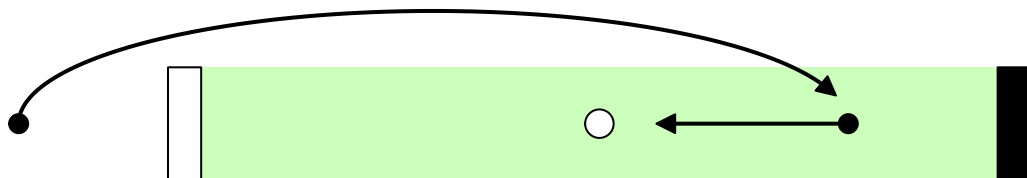
1. begin



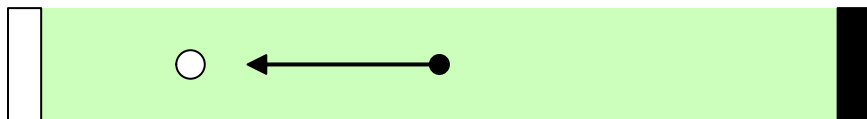
2. sleep to the start of next frame



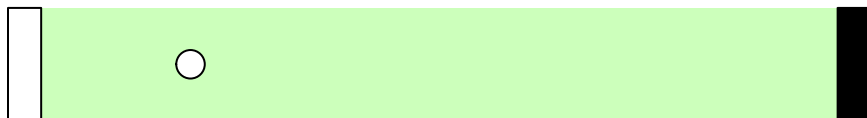
3. update RAM (advances 1 frame)



4. draw (takes a little time)

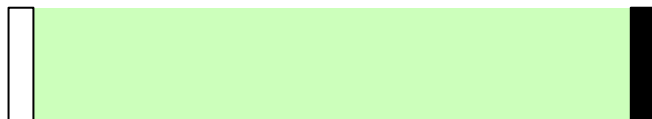


5. caught up

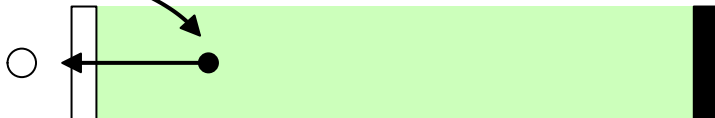




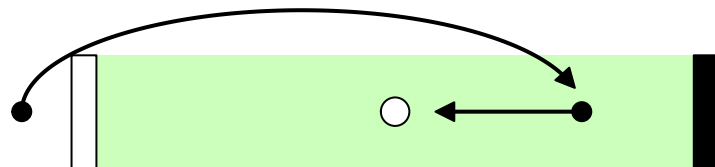
1. begin



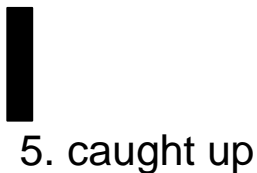
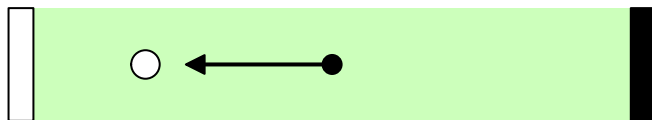
2. update



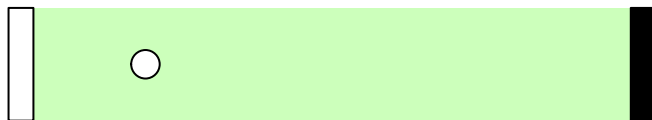
3. update



4. draw

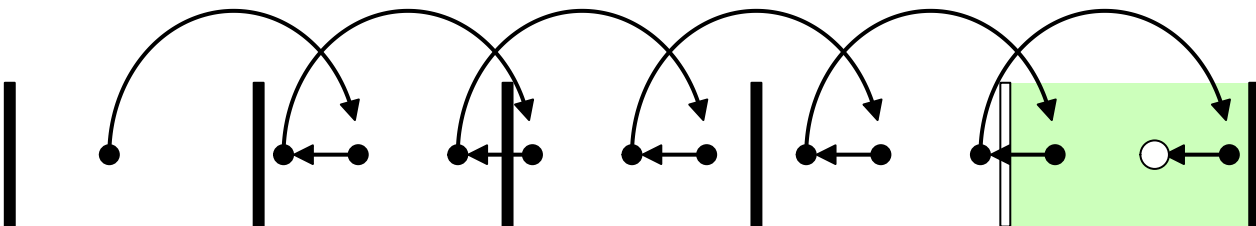


5. caught up





1. begin



2. update until ahead

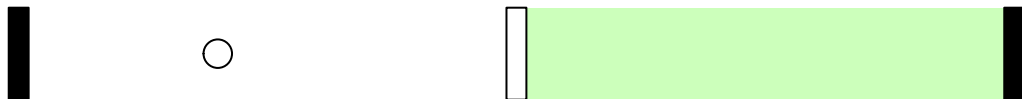


3. draw

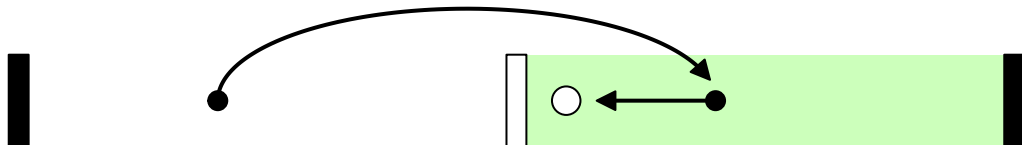


4. caught up

1. begin



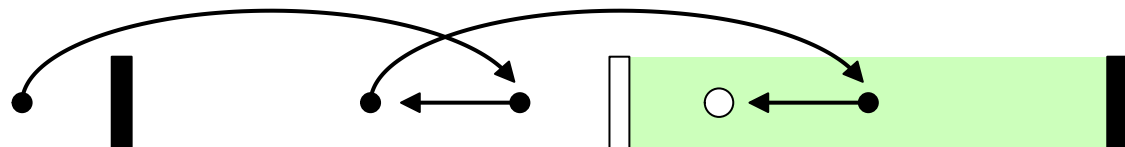
2. update



3. draw (longer than a frame)



4. update twice



5. draw



6. etc. (two frames per draw)

