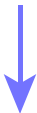
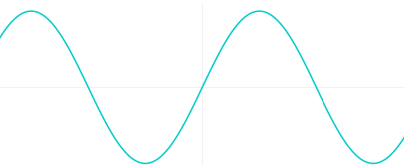
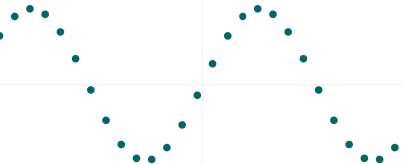


Signal



renders to



AudioBuffer