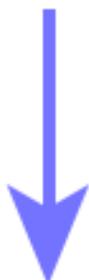
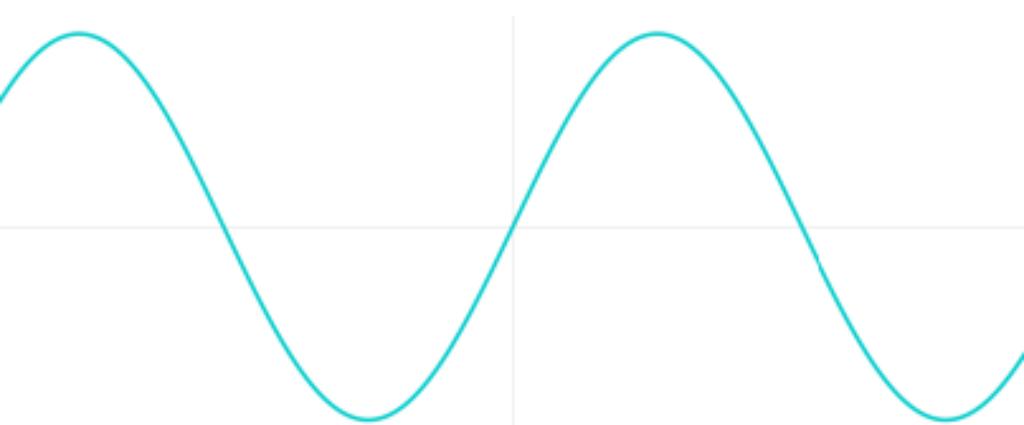


Signal



renders to



AudioBuffer