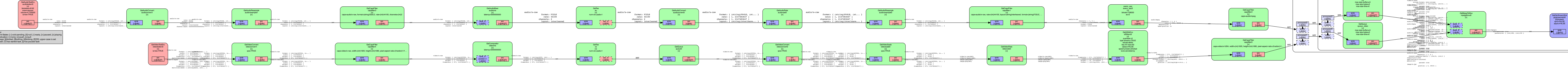


Legend
Element-States: [-] void-pending, [0] null, [-] ready, [=] paused, [>] playing
Pad-Activation: [-] none, [->] push, [-<] pull
Pad-Flags: [b]locked, [l]latching, [b]locking, [E]EOS, upper-case is set
Pad-Task: [T] has started task, [t] has paused task



<GstPipeline>
pipeline0
[=] -> [-]

