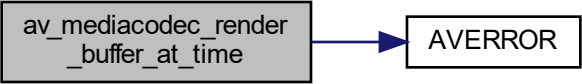


av_mediacodec_render
_buffer_at_time



```
graph LR; A[av_mediacodec_render_buffer_at_time] --> B[AERROR];
```

The diagram consists of two rectangular boxes connected by a horizontal arrow. The left box is light gray with a black border and contains the text 'av_mediacodec_render' on the top line and '_buffer_at_time' on the bottom line. The right box is white with a black border and contains the text 'AERROR'. A blue arrow points from the right side of the left box to the left side of the right box.

AERROR