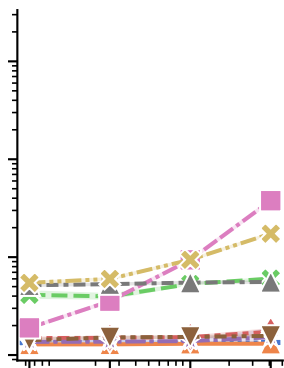
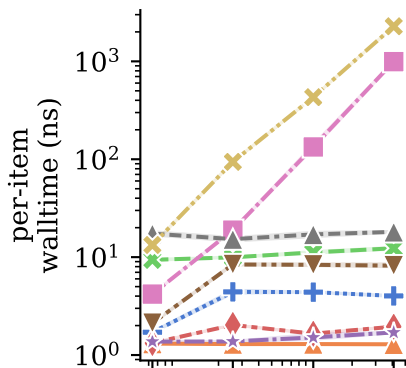


+ simple ringbuf  
 ▲ discard-only  
 ✕ dstream tilted  
 ◆ gunther steady  
 ★ doubling steady

▼ doubling tilted  
 ■ zhao steady  
 ▲ zhao tilted  
 ✕ zhao tilted full

data type = bit

data type = byte



data type = word

data type = double word

