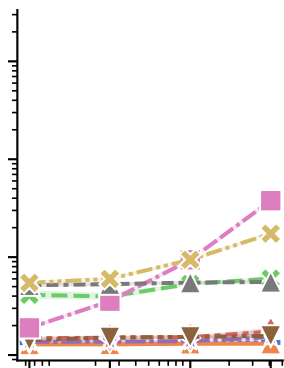
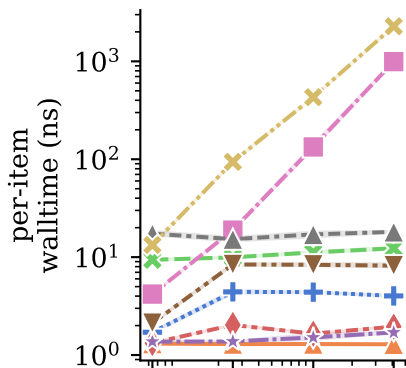


+ simple ringbuf
 ▲ discard-only
 ✕ dstream tilted
 ◆ gunther steady
 ★ doubling steady

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

data type = bit

data type = byte



data type = word

data type = double word

