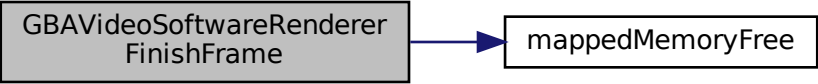


GBAVideoSoftwareRenderer  
FinishFrame



```
graph LR; A["GBAVideoSoftwareRenderer  
FinishFrame"] --> B[mappedMemoryFree];
```

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 'GBAVideoSoftwareRenderer' on the top line and 'FinishFrame' on the bottom line. A dark blue arrow points from the right side of this box to the left side of the right box. The right box is white with a black border and contains the text 'mappedMemoryFree'.

mappedMemoryFree