

initial graph
get_bitmap 0x12f708000
(metal context 1 frame 2)
workingFormat=RGBA8
format=RGBA8
roi=[0 0 680 100]

clamp_to_alpha
roi=[0 0 680 100]
extent=[0 0 680 100]
digest=71D74AA8F96281A3
recipe=2EBF8DADE4537672

colormatch
workspace_to_sRGB
roi=[0 0 680 100]
extent=[0 0 680 100]
digest=1B12EEE53FD5E0B3
recipe=C4CEC3816D51F313

crop [0 0 680 100]
roi=[0 0 680 100]
extent=[0 0 680 100]
digest=4BD4A23A066EEB5D
recipe=369B9BE1CC493145

affine
1 0 0
0 -1 100
roi=[0 0 680 100]
extent=[infinite] [-1 -1 682 102]
digest=35914A917434A62D
recipe=303CF7963AEF40C6

colorkernel _src0ver
src=(0)
dst=(1)
roi=[0 0 680 100]
extent=[infinite] [-1 -1 682 102]
digest=2709A38D64844F15
recipe=52E9059575DA4A17

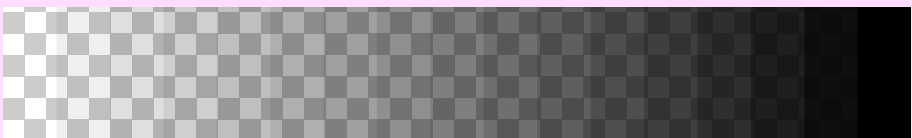
0

affine
1 0 0
0 -1 100
roi=[0 0 680 100]
extent=[0 0 680 100]
digest=B61233A82E8D5EDA
recipe=498A525873C37499

1

fill [1 1 1 1 ExtendedSRGB]
roi=[0 0 1 1]
extent=[infinite] [0 0 1 1]
opaque
digest=9B8FA82AF428B186
recipe=9B8FA82AF428B186

colormatch
sRGB_to_workspace
roi=[0 0 680 100]
extent=[0 0 680 100]
digest=2B8C37C9EB6EC42E
recipe=533613580830CEC1



CGImageRef 0x1058127f0(3)RGBA8
roi=[0 0 680 100]
extent=[0 0 680 100]
digest=FB BB65584B330EFD
recipe=C8EAB5E426639280