

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

affine
1 0 0
0 1 0
rois=[0 0 680 100]
pixels=68000
extent=[infinite]
digest=3C7C9610C2A5E04A

clamp_to_alpha
rois=[0 0 680 100]
pixels=68000
extent=[infinite]
digest=D1633D4CCA95E31D

premultiply
rois=[0 0 680 100]
pixels=68000
extent=[infinite]
digest=C8081A11D7F9010D

linear_to_srgb
rois=[0 0 680 100]
pixels=68000
extent=[infinite]
digest=529110C8BD43BA1C

unpremultiply
rois=[0 0 680 100]
pixels=68000
extent=[infinite]
digest=F9EFF3D163215C14


colorkernel _src0ver
src=(0)
dst=(1)
rois=[0 0 680 100]
pixels=68000
extent=[infinite]
digest=2055E20E369B5618

0
premultiply
rois=[0 0 680 100]
pixels=68000
extent=[infinite][0 0 680 100]
digest=643B7D3348EF96E3

1
fill [1 1 1 1 ExtendedSRGB]
rois=[0 0 680 100]
pixels=68000
extent=[infinite]
luma opaque
digest=0A5F37943321DF1C

srgb_to_linear
rois=[0 0 680 100]
pixels=68000
extent=[infinite][0 0 680 100]
digest=3C3D99187CA04ADE

unpremultiply
rois=[0 0 680 100]
pixels=68000
extent=[infinite][0 0 680 100]
digest=97ADB3AFD44F1458



CGImageRef 0x1058127f0(3) RGBA8 edge_clamp
rois=[0 0 680 100]
pixels=68000
extent=[infinite][0 0 680 100] shallow
digest=394E3F3E07A2894A