

```
initial graph
get_bitmap 0x12f74c000
(metal context 1 frame 4)
workingFormat=RGBA8
format=RGBA8
roi=[0 0 680 100]
```

```
clamp_to_alpha
roi=[0 0 680 100]
extent=[0 0 680 100]
digest=7CC966B25EB69871
recipe=430FE1B90016F9B7
```

```
crop [0 0 680 100]
roi=[0 0 680 100]
extent=[0 0 680 100]
digest=196F863468DCE40A
recipe=369B9BE1CC493145
```

```
affine
1 0 0
0 -1 100
roi=[0 0 680 100]
extent=[infinite] [-1 -1 682 102]
digest=FDDDB9E13E2DBC15E
recipe=303CF7963AEF40C6
```

```
colorkernel _src0ver
src=(0)
dst=(1)
roi=[0 0 680 100]
extent=[infinite] [-1 -1 682 102]
digest=98CD89381A93B2CE
recipe=52E9059575DA4A17
```


0

```
affine
1 0 0
0 -1 100
roi=[0 0 680 100]
extent=[0 0 680 100]
digest=E91862D62F525519
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_workingspace
roi=[0 0 680 100]
extent=[0 0 680 100]
digest=A6E05B8A465EBEFA
recipe=533613580830CEC1
```



```
CGImageRef 0x105815960(18)RGBA8
roi=[0 0 680 100]
extent=[0 0 680 100]
digest=A93BDCF2038FB5D8
recipe=C8EAB5E426639280
```