

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

```
clamp_to_alpha
roi=[0 0 680 100]
extent=[infinite][-1 -1 682 102]
digest=22C12D98F973E33B
recipe=C66791016B56ECD5
```

```
colormatch
workingspace_to_sRGB
roi=[0 0 680 100]
extent=[infinite][-1 -1 682 102]
digest=3BD6C495A40B596A
recipe=116B7F3A1A0042A7
```

```
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
```

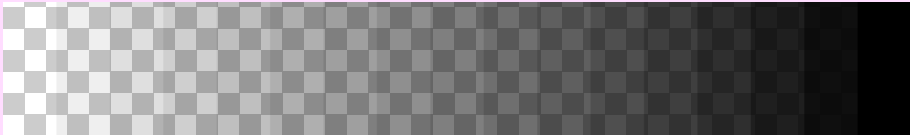
0

```
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_workingspace
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=FBBB65584B330EFD
recipe=C8EAB5E426639280
```