

optimized graph
create_cgimage_check
(metal context 1 frame 3)
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=B76D36EE42ED5A1D

clamp_to_alpha
rois=[0 0 680 100]
pixels=68000
extent=[infinite]
digest=A1E35C742A624C4B

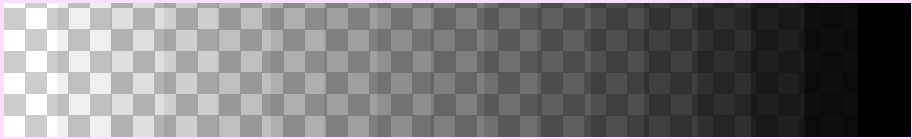
colorkernel _src0ver
src=(0)
dst=(1)
rois=[0 0 680 100]
pixels=68000
extent=[infinite]
digest=E22D6C92493A7E83

0
premultiply
rois=[0 0 680 100]
pixels=68000
extent=[infinite][0 0 680 100]
digest=A8EFCE575693408B

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=34EDC20443D1734D

unpremultiply
rois=[0 0 680 100]
pixels=68000
extent=[infinite][0 0 680 100]
digest=F310C4E9BC3F6AAA



CGImageRef 0x105815960(18) RGBA8 edge_clamp
rois=[0 0 680 100]
pixels=68000
extent=[infinite][0 0 680 100] shallow
digest=274FC1E7CC69FFAC