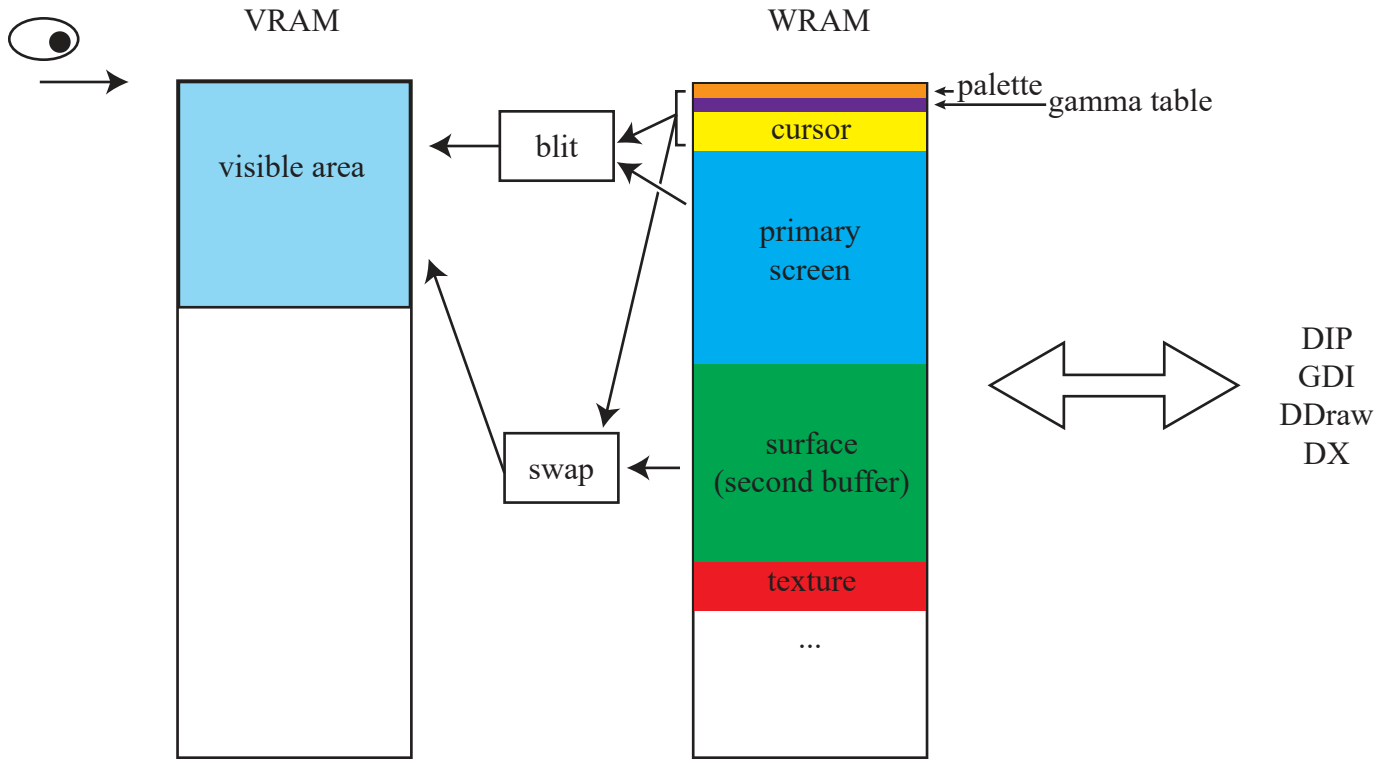


Single HW buffer



Double/Triple buffering

