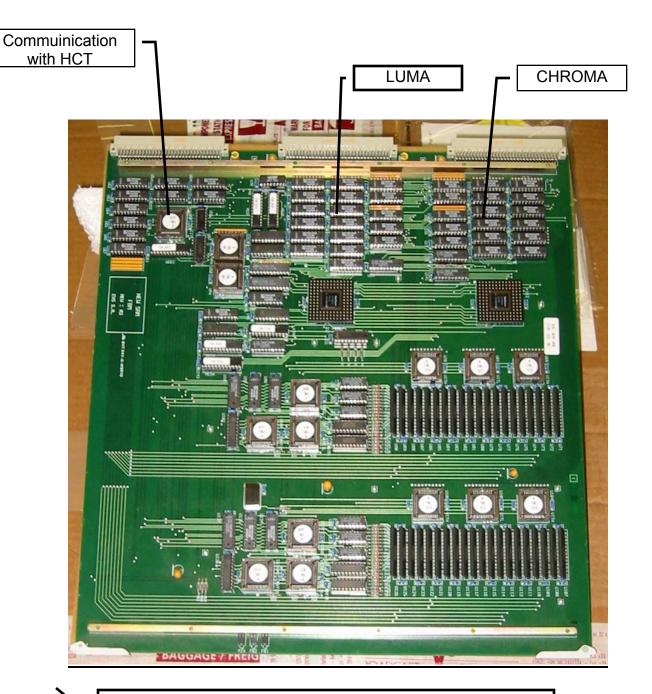


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FBM - Mix Buffer



Receive (1024 x 1024) excess is not used in 4:3 2 frame buffers

Storage is 1 image in each buffer (10bits)