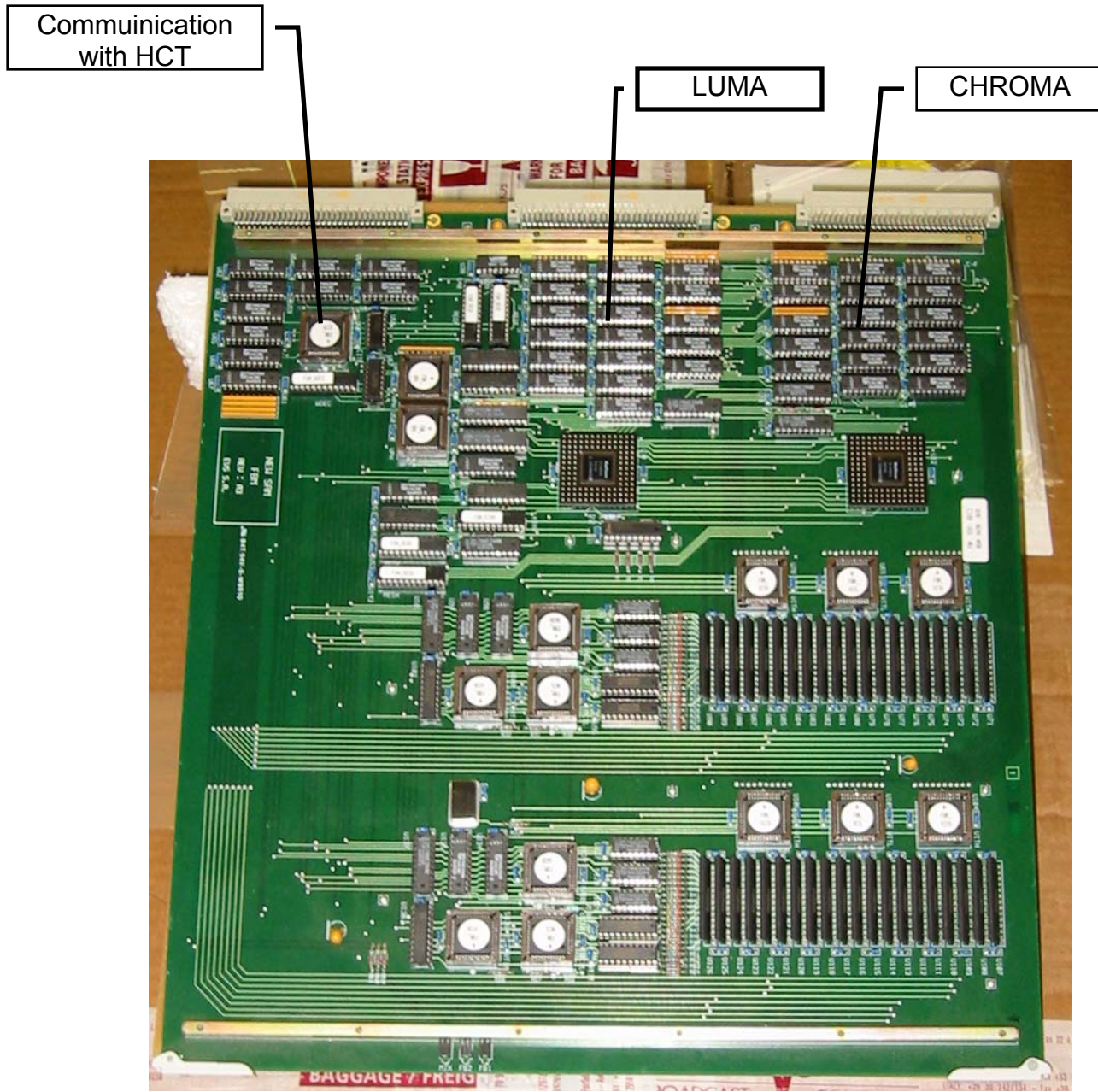


FBM – Mix Buffer



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

Storage is 1 image in each buffer (10bits)