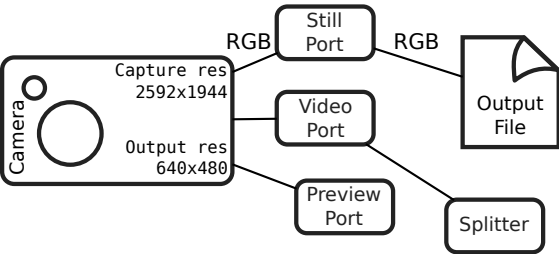


## During RGB still-port capture



## During RGB video-port capture

