

Legend
Element-States: [~] void-pending, [0] null, [.] ready, [=] paused, [->] playing
Pad-Activation: [.] none, [->] push, [-] pull
Pad-Flags: [b]locked, [f]lushing, [l]locking, [E]OS; upper-case is set
Pad-Task: [T] has started task, [t] has paused task

