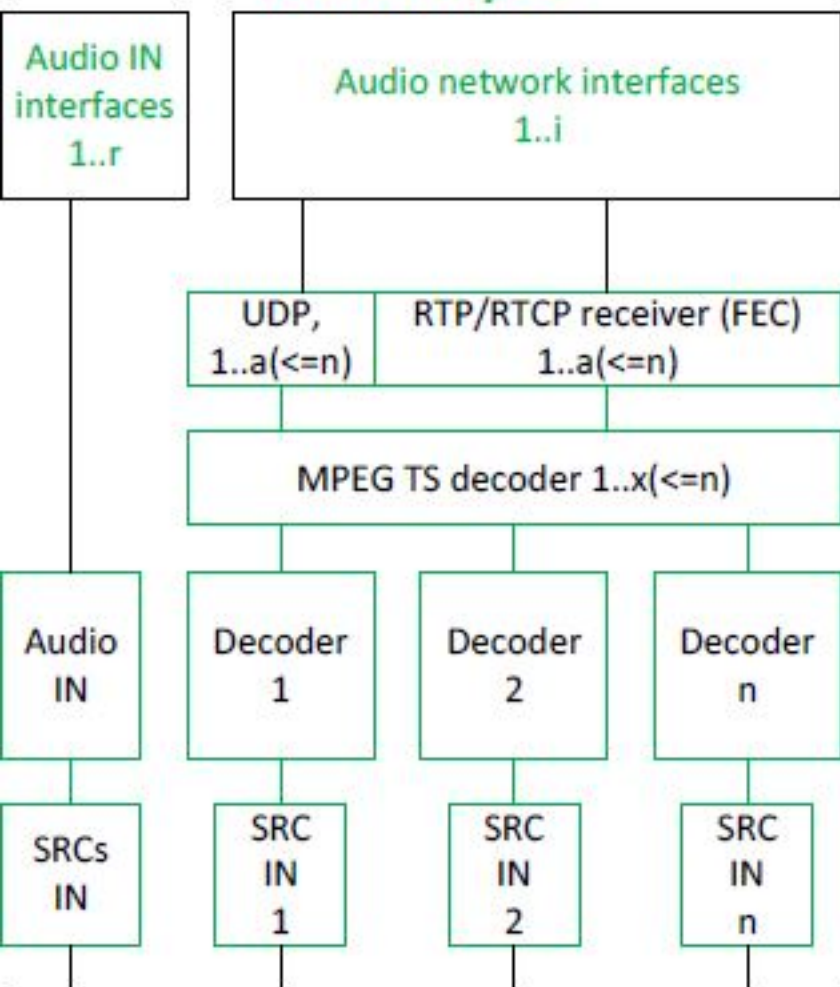
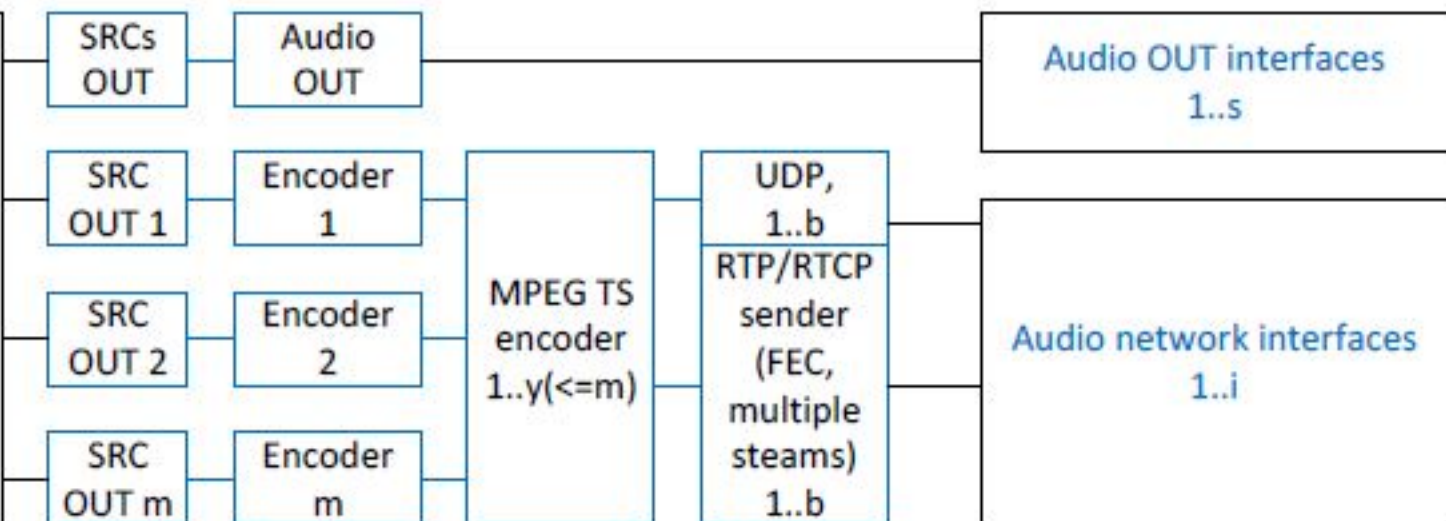


Audio input



Audio matrix function including loudness



Audio output