

Designer Datei stürzt nach dem Öffnen sofort ab



Translated Report (Full Report Below)

Process: Affinity Publisher [709]
Path: /Applications/Affinity Publisher.app/
Contents/MacOS/Affinity Publisher
Identifier: com.seriflabs.affinitypublisher
Version: 1.10.4 (1197)
App Item ID: 881418622
App External ID: 844997868
Code Type: ARM-64 (Native)
Parent Process: launchd [1]
User ID: 502

Date/Time: 2022-03-09 20:59:04.0929 +0100

OS Version: macOS 12.2.1 (21D62)
Report Version: 12
Anonymous UUID: 0FBD1018-
F0A8-24DC-124E-296FB04148C5

Time Awake Since Boot: 79 seconds

System Integrity Protection: enabled

Crashed Thread: 20 Dispatch queue:
com.apple.root.utility-qos

Exception Type: EXC_BAD_ACCESS (SIGSEGV)
Exception Codes: KERN_INVALID_ADDRESS at
0x0000000000000058
Exception Codes: 0x0000000000000001,
0x0000000000000058
Exception Note: EXC_CORPSE_NOTIFY

Termination Reason: Namespace SIGNAL, Code 11
Segmentation fault: 11
Terminating Process: exc handler [709]

VM Region Info: 0x58 is not in any region. Bytes before
following region: 4305272744

REGION TYPE	START - END	[VSIZE]
PRT/MAX SHRMOD	REGION DETAIL	
UNUSED SPACE AT START		
---	>	
__TEXT	1009d4000-100a1c000	
[288K]	r-x/r-x SM=COW	...ity Publisher

Kernel Triage:
VM - Fault hit memory shortage

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VM - Fault hit memory shortage
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Thread 0:: Dispatch queue: com.apple.main-thread

0	libsystem_kernel.dylib	0x1a7ec1954
	mach_msg_trap + 8	
1	libsystem_kernel.dylib	0x1a7ec1d00
	mach_msg + 76	
2	CoreFoundation	0x1a7fc8ed8
	__CFRunLoopServiceMachPort + 372	
3	CoreFoundation	0x1a7fc7390
	__CFRunLoopRun + 1212	
4	CoreFoundation	0x1a7fc6734
	CFRunLoopRunSpecific + 600	
5	HIToolbox	0x1b0b5ef68
	RunCurrentEventLoopInMode + 292	
6	HIToolbox	0x1b0b5ecdc
	ReceiveNextEventCommon + 552	
7	HIToolbox	0x1b0b5ea9c
	_BlockUntilNextEventMatchingListInModeWithFilter + 72	
8	AppKit	0x1aab1d000
	_DPSNextEvent + 844	
9	AppKit	0x1aab1b8a4 -
	[NSApplication(NSEvent) _nextEventMatchingEventMask:untilDate:inMode:dequeue:] + 1332	
10	AppKit	0x1aab0d9b4 -
	[NSApplication run] + 596	
11	AppKit	0x1aaadf088
	NSApplicationMain + 1064	
12	dyld	0x100aed0f4 start + 520

Thread 1:

0 libsystem_pthread.dylib 0x1a7ef8010
start_wqthread + 0

Thread 2:

0 libsystem_pthread.dylib 0x1a7ef8010
start_wqthread + 0

Thread 3:: JavaScriptCore libpas scavenger

0 libsystem_kernel.dylib 0x1a7ec50c0
__psynch_cvwait + 8
1 libsystem_pthread.dylib 0x1a7efd808
_pthread_cond_wait + 1228
2 JavaScriptCore 0x1c11393e4
scavenger_thread_main + 864
3 libsystem_pthread.dylib 0x1a7efd240
_pthread_start + 148
4 libsystem_pthread.dylib 0x1a7ef8024
thread_start + 8

Thread 4:: com.apple.NSURLConnectionLoader

0 libsystem_kernel.dylib 0x1a7ec1954
mach_msg_trap + 8
1 libsystem_kernel.dylib 0x1a7ec1d00
mach_msg + 76
2 CoreFoundation 0x1a7fc8ed8
__CFRunLoopServiceMachPort + 372
3 CoreFoundation 0x1a7fc7390
__CFRunLoopRun + 1212
4 CoreFoundation 0x1a7fc6734
CFRunLoopRunSpecific + 600
5 CFNetwork 0x1acddb30
0x1acb6d000 + 2551344
6 Foundation 0x1a8e942e8

__NSThread__start__ + 808
7 libsystem_pthread.dylib 0x1a7efd240
_pthread_start + 148
8 libsystem_pthread.dylib 0x1a7ef8024
thread_start + 8

Thread 5:

0 libsystem_pthread.dylib 0x1a7ef8010
start_wqthread + 0

Thread 6:: com.apple.NSEventThread

0 libsystem_kernel.dylib 0x1a7ec1954
mach_msg_trap + 8
1 libsystem_kernel.dylib 0x1a7ec1d00
mach_msg + 76
2 CoreFoundation 0x1a7fc8ed8
__CFRunLoopServiceMachPort + 372
3 CoreFoundation 0x1a7fc7390
__CFRunLoopRun + 1212
4 CoreFoundation 0x1a7fc6734
CFRunLoopRunSpecific + 600
5 AppKit 0x1aac89fb0
_NSEventThread + 196
6 libsystem_pthread.dylib 0x1a7efd240
_pthread_start + 148
7 libsystem_pthread.dylib 0x1a7ef8024
thread_start + 8

Thread 7:: CVIDisplayLink

0 libsystem_kernel.dylib 0x1a7ec50c0
__psynch_cvwait + 8
1 libsystem_pthread.dylib 0x1a7efd834
_pthread_cond_wait + 1272
2 CoreVideo 0x1af53deb4
CVIDisplayLink::waitUntil(unsigned long long) + 296

3 CoreVideo 0x1af53d1cc
CVDisplayLink::runIOThread() + 488
4 libsystem_pthread.dylib 0x1a7efd240
_pthread_start + 148
5 libsystem_pthread.dylib 0x1a7ef8024
thread_start + 8

Thread 8:: Dispatch queue: com.apple.root.utility-qos

0 libsystem_kernel.dylib 0x1a7ec45c0
__psynch_mutexwait + 8
1 libsystem_pthread.dylib 0x1a7efa364
_pthread_mutex_firstfit_lock_wait + 84
2 libsystem_pthread.dylib 0x1a7ef7c98
_pthread_mutex_firstfit_lock_slow + 240
3 liblibraster.dylib 0x10a540a90
Raster::Bitmap<Raster::Cyan8, Raster::Magenta8,
Raster::Yellow8, Raster::Black8,
Raster::Alpha8>::UpdateMipmaps(int, bool*) const + 76
4 liblibraster.dylib 0x1110b7bec bool
Raster::Bitmap<Raster::Cyan8, Raster::Magenta8,
Raster::Yellow8, Raster::Black8,
Raster::Alpha8>::ExecuteSourceMipmap<Raster::Cyan8
, Raster::Magenta8, Raster::Yellow8, Raster::Black8,
Raster::Alpha8, Raster::NoHint,
Raster::Buffer<Raster::Cyan8, Raster::Magenta8,
Raster::Yellow8, Raster::Black8, Raster::Alpha8>,
Raster::Bitmap<Raster::Cyan8, Raster::Magenta8,
Raster::Yellow8, Raster::Black8, Raster::Alpha8>,
Raster::AllowDegraded<Raster::LowPriority<Raster::Cop
y> >, Raster::IdentityMask, Raster::BilinearSampler,
Raster::AffineTransform, Raster::DynamicExtendMode,
Raster::NormalBlend>(Raster::Buffer<Raster::Cyan8,
Raster::Magenta8, Raster::Yellow8, Raster::Black8,
Raster::Alpha8>*, Raster::Bitmap<Raster::Cyan8,
Raster::Magenta8, Raster::Yellow8, Raster::Black8,

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Raster::Alpha8> const*,
Raster::AllowDegraded<Raster::LowPriority<Raster::Copy> >::Params*, Raster::IdentityMask::Params const*,
Raster::AffineTransform::Params const*,
Raster::BilinearSampler::Params const*,
Raster::DynamicExtendMode::Params const*,
Raster::NormalBlend::Params const*) + 468
5 liblibrenderer.dylib          0x1110b155c
Renderer::SpanPopulatorPipelineBitmapFill<Raster::Cyan8, Raster::Magenta8, Raster::Yellow8, Raster::Black8,
Raster::Alpha8, Raster::Cyan8, Raster::Magenta8,
Raster::Yellow8, Raster::Black8, Raster::Alpha8,
Renderer::PixProcessor_CMYKA>::prepare(Kernel::RectT<int>, bool, bool*) + 1024
6 liblibrenderer.dylib          0x110a448d8 void
Renderer::RenderTargetRasterizer::RenderClipped<Raster::Cyan8, Raster::Magenta8, Raster::Yellow8,
Raster::Black8, Raster::Alpha8, Raster::Alpha8,
Raster::X2, Raster::X3, Raster::X4, Raster::X5,
false>(std::__1::vector<AGG::rasterizer_scanline_aa<AGG::rasterizer_sl_clip<AGG::ras_conv_dbl> >*,
std::__1::allocator<AGG::rasterizer_scanline_aa<AGG::rasterizer_sl_clip<AGG::ras_conv_dbl> >*> >&,
Kernel::RectT<int>, bool*, bool, bool, bool) + 652
7 liblibrenderer.dylib          0x110fecc04
Renderer::TypedBitmapRenderTarget<Raster::Cyan8,
Raster::Magenta8, Raster::Yellow8, Raster::Black8,
Raster::Alpha8, Renderer::PixProcessor_CMYKA,
Renderer::PixProcessor_CMYKA_Alpha,
Renderer::RenderTargetBlenderCMYKA>::RasterizePoly
Polygon(Geometry::PolyPolygonType<double> const&,
Geometry::WindingOrderMode, bool, bool) + 308
8 liblibrenderer.dylib          0x110feb160
Renderer::TypedBitmapRenderTarget<Raster::Cyan8,
Raster::Magenta8, Raster::Yellow8, Raster::Black8,
```

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Raster::Alpha8, Renderer::PixProcessor_CMYKA,  
Renderer::PixProcessor_CMYKA_Alpha,  
Renderer::RenderTargetBlenderCMYKA>::DrawPolyPoly  
gon(Kernel::Counted<Geometry::PolyPolygonType<dou  
ble> const>, float,  
Renderer::FillBlendMode::BlendMode,  
Renderer::BlendOptions const&,  
Renderer::FillDescriptorConst const&,  
Renderer::FillDescriptorConst const&,  
Geometry::WindingOrderMode, bool, bool) + 8424  
9 liblibrenderer.dylib          0x110ffd66c  
Renderer::TypedBitmapRenderTarget<Raster::Cyan8,  
Raster::Magenta8, Raster::Yellow8, Raster::Black8,  
Raster::Alpha8, Renderer::PixProcessor_CMYKA,  
Renderer::PixProcessor_CMYKA_Alpha,  
Renderer::RenderTargetBlenderCMYKA>::_DrawPolyCur  
ve(Kernel::Counted<Geometry::PolyCurveDbl const>,  
float, Renderer::FillBlendMode::BlendMode,  
Renderer::BlendOptions const&,  
Renderer::FillDescriptorConst const&,  
Renderer::FillDescriptorConst const&,  
Renderer::FillDescriptorConst const&,  
Renderer::LineStyleDescriptorConst const&,  
Geometry::WindingOrderMode, bool, bool) + 1884  
10 liblibrenderer.dylib         0x110a77260  
Renderer::RenderTarget::DrawPolyCurve(Kernel::Counte  
d<Geometry::PolyCurveDbl const>, float,  
Renderer::FillBlendMode::BlendMode,  
Renderer::BlendOptions const&,  
Renderer::FillDescriptorConst const&,  
Renderer::FillDescriptorConst const&,  
Renderer::FillDescriptorConst const&,  
Renderer::LineStyleDescriptorConst const&,  
Geometry::WindingOrderMode, bool, bool) + 228  
11 liblibpersona.dylib          0x28ab4c49c
```


VectorNode::DrawContentsSimple(Kernel::Counted<Re
nderer::RenderTarget>&, Node::NodeRenderOptions&,
Renderer::FillDescriptorConst const&,
Renderer::LineStyleDescriptorConst const&) const +
3224
12 liblibpersona.dylib 0x28ab4b198
VectorNode::DrawContents(Kernel::Counted<Renderer::
RenderTarget>&, Node::NodeRenderOptions&) const +
5048
13 liblibpersona.dylib 0x28a8ec084
ImageNode::DrawContents(Kernel::Counted<Renderer::
RenderTarget>&, Node::NodeRenderOptions&) const +
632
14 liblibpersona.dylib 0x28ab5e268
Node::Draw(Kernel::Counted<Renderer::RenderTarget>
&, Node::NodeRenderOptions&) const + 7144
15 liblibpersona.dylib 0x28ab62908
Node::DrawChildren(NodeChildListType,
Kernel::Counted<Renderer::RenderTarget>&,
Node::NodeRenderOptions&,
std::__1::vector<Raster::AffineTransform::Params,
std::__1::allocator<Raster::AffineTransform::Params> >*)
const + 2456
16 liblibpersona.dylib 0x28ab4c6d8
VectorNode::DrawContentsSimple(Kernel::Counted<Re
nderer::RenderTarget>&, Node::NodeRenderOptions&,
Renderer::FillDescriptorConst const&,
Renderer::LineStyleDescriptorConst const&) const +
3796
17 liblibpersona.dylib 0x28ab4b198
VectorNode::DrawContents(Kernel::Counted<Renderer::
RenderTarget>&, Node::NodeRenderOptions&) const +
5048
18 liblibpersona.dylib 0x28ab5e268
Node::Draw(Kernel::Counted<Renderer::RenderTarget>

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&, Node::NodeRenderOptions&) const + 7144
19 liblibpersona.dylib          0x28ab62908
Node::DrawChildren(NodeChildListType,
Kernel::Counted<Renderer::RenderTarget>&,
Node::NodeRenderOptions&,
std::__1::vector<Raster::AffineTransform::Params,
std::__1::allocator<Raster::AffineTransform::Params> >*)
const + 2456
20 liblibpersona.dylib          0x28a8d76d0
SpreadNode::DrawContents(Kernel::Counted<Renderer:
:RenderTarget>&, Node::NodeRenderOptions&) const +
68
21 liblibpersona.dylib          0x28ab5e268
Node::Draw(Kernel::Counted<Renderer::RenderTarget>
&, Node::NodeRenderOptions&) const + 7144
22 liblibpersona.dylib          0x28ab62dc4
Node::Render(Kernel::Counted<Renderer::RenderTarget
>, bool, bool, bool, Node::NodeRenderOptions&) const
+ 464
23 liblibpersona.dylib          0x2802822c4
NodeRenderingEngine<Raster::Cyan8,
Raster::Magenta8, Raster::Yellow8, Raster::Black8,
Raster::Alpha8>::ConstPixelAccessor<Raster::Safe,
Raster::IdentityTransform>::Read(Raster::Pixel<Raster::
Cyan8, Raster::Magenta8, Raster::Yellow8,
Raster::Black8, Raster::Alpha8>&) + 2268
24 liblibpersona.dylib          0x284af8b24 void
Raster::PixelProcessor<Raster::Horizontal>::Process<Ra
ster::Cyan8, Raster::Magenta8, Raster::Yellow8,
Raster::Black8, Raster::Alpha8, Raster::Cyan8,
Raster::Magenta8, Raster::Yellow8, Raster::Black8,
Raster::Alpha8, Raster::X1, Raster::X2, Raster::X3,
Raster::X4, Raster::X5,
NodeRenderingEngine<Raster::Cyan8,
Raster::Magenta8, Raster::Yellow8, Raster::Black8,
```

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Raster::Alpha8>, Raster::Bitmap<Raster::Cyan8,
Raster::Magenta8, Raster::Yellow8, Raster::Black8,
Raster::Alpha8>, Raster::LowPriority<Raster::Copy>,
Raster::IdentityMask, Raster::IdentitySampler,
Raster::IdentityTransform, Raster::Safe,
Raster::NormalBlend>(NodeRenderingEngine<Raster::C
yan8, Raster::Magenta8, Raster::Yellow8,
Raster::Black8, Raster::Alpha8> const*,
Raster::Bitmap<Raster::Cyan8, Raster::Magenta8,
Raster::Yellow8, Raster::Black8, Raster::Alpha8>*,
Raster::LowPriority<Raster::Copy>&, Kernel::RectT<int>,
bool, Raster::IdentityMask::Params const*,
Raster::IdentityTransform::Params const*,
Raster::IdentitySampler::Params const*,
Raster::NormalBlend::Params const*) + 736
25 liblibpersona.dylib          0x284af87d8 void
Raster::Software<Raster::Multithreaded>::WorkUnit<Ra
ster::Cyan8, Raster::Magenta8, Raster::Yellow8,
Raster::Black8, Raster::Alpha8, Raster::Cyan8,
Raster::Magenta8, Raster::Yellow8, Raster::Black8,
Raster::Alpha8, Raster::X1, Raster::X2, Raster::X3,
Raster::X4, Raster::X5,
NodeRenderingEngine<Raster::Cyan8,
Raster::Magenta8, Raster::Yellow8, Raster::Black8,
Raster::Alpha8>, Raster::Bitmap<Raster::Cyan8,
Raster::Magenta8, Raster::Yellow8, Raster::Black8,
Raster::Alpha8>, Raster::LowPriority<Raster::Copy>,
Raster::IdentityMask, Raster::IdentitySampler,
Raster::IdentityTransform, Raster::Safe,
Raster::NormalBlend>(void*, unsigned long) + 100
26 liblibkernel.dylib          0x1017b76fc invocation
function for block in
Kernel::Dispatch::DispatchParallelFor(void (*)(void*,
unsigned long), unsigned long, void*,
Kernel::Dispatch::DispatchPriority,
```

Kernel::Dispatch::ThreadPurpose, int) + 192
27 libdispatch.dylib 0x1a7d3ebec
_dispatch_client_callout2 + 20
28 libdispatch.dylib 0x1a7d53958
_dispatch_apply_invoke_and_wait + 224
29 libdispatch.dylib 0x1a7d52cdc
_dispatch_apply_with_attr_f + 1152
30 liblibkernel.dylib 0x1017b74d0
Kernel::Dispatch::DispatchParallelFor(void (*)(void*,
unsigned long), unsigned long, void*,
Kernel::Dispatch::DispatchPriority,
Kernel::Dispatch::ThreadPurpose, int) + 420
31 liblibpersona.dylib 0x284af874c void
Raster::Software<Raster::Multithreaded>::Process<Raster::Cyan8, Raster::Magenta8, Raster::Yellow8,
Raster::Black8, Raster::Alpha8, Raster::Cyan8,
Raster::Magenta8, Raster::Yellow8, Raster::Black8,
Raster::Alpha8, Raster::X1, Raster::X2, Raster::X3,
Raster::X4, Raster::X5,
NodeRenderingEngine<Raster::Cyan8,
Raster::Magenta8, Raster::Yellow8, Raster::Black8,
Raster::Alpha8>, Raster::Bitmap<Raster::Cyan8,
Raster::Magenta8, Raster::Yellow8, Raster::Black8,
Raster::Alpha8>, Raster::LowPriority<Raster::Copy>,
Raster::IdentityMask, Raster::IdentitySampler,
Raster::IdentityTransform, Raster::Safe,
Raster::NormalBlend>(NodeRenderingEngine<Raster::Cyan8, Raster::Magenta8, Raster::Yellow8,
Raster::Black8, Raster::Alpha8> const*,
Raster::Bitmap<Raster::Cyan8, Raster::Magenta8,
Raster::Yellow8, Raster::Black8, Raster::Alpha8>*,
Raster::LowPriority<Raster::Copy>&, Kernel::RectT<int>,
Raster::IdentityMask::Params const*,
Raster::IdentityTransform::Params const*,
Raster::IdentitySampler::Params const*,

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Raster::NormalBlend::Params const*) + 800
32 liblibpersona.dylib          0x284af83dc void
Raster::ProcessBase<Raster::Copy>::ExecuteSoftware<
Raster::Cyan8, Raster::Magenta8, Raster::Yellow8,
Raster::Black8, Raster::Alpha8, Raster::Cyan8,
Raster::Magenta8, Raster::Yellow8, Raster::Black8,
Raster::Alpha8, Raster::X1, Raster::X2, Raster::X3,
Raster::X4, Raster::X5,
NodeRenderingEngine<Raster::Cyan8,
Raster::Magenta8, Raster::Yellow8, Raster::Black8,
Raster::Alpha8>, Raster::Bitmap<Raster::Cyan8,
Raster::Magenta8, Raster::Yellow8, Raster::Black8,
Raster::Alpha8>, Raster::LowPriority<Raster::Copy>,
Raster::IdentityMask, Raster::IdentitySampler,
Raster::IdentityTransform, Raster::Safe,
Raster::NormalBlend>(NodeRenderingEngine<Raster::C
yan8, Raster::Magenta8, Raster::Yellow8,
Raster::Black8, Raster::Alpha8> const*,
Raster::Bitmap<Raster::Cyan8, Raster::Magenta8,
Raster::Yellow8, Raster::Black8, Raster::Alpha8>*,
Raster::LowPriority<Raster::Copy>&, Kernel::RectT<int>,
Raster::IdentityMask::Params const*,
Raster::IdentityTransform::Params const*,
Raster::IdentitySampler::Params const*,
Raster::Safe::Params const*,
Raster::NormalBlend::Params const*) + 172
33 liblibpersona.dylib          0x284af222c void
Raster::DynamicBase<DynamicNodeRenderingEngine>:
:ExecuteSourceHeterogenousNotMask<Raster::Cyan8,
Raster::Magenta8, Raster::Yellow8, Raster::Black8,
Raster::Alpha8,
Raster::DynamicsAreDifferentFormatsButNotMasksHint,
Raster::Bitmap<Raster::Cyan8, Raster::Magenta8,
Raster::Yellow8, Raster::Black8, Raster::Alpha8>,
DynamicNodeRenderingEngine,
```

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Raster::LowPriority<Raster::Copy>,
Raster::IdentityMask, Raster::IdentitySampler,
Raster::IdentityTransform, Raster::Safe,
Raster::NormalBlend>(Raster::Bitmap<Raster::Cyan8,
Raster::Magenta8, Raster::Yellow8, Raster::Black8,
Raster::Alpha8>*, DynamicNodeRenderingEngine
const*, Raster::LowPriority<Raster::Copy>::Params*,
Raster::IdentityMask::Params const*,
Raster::IdentityTransform::Params const*,
Raster::IdentitySampler::Params const*,
Raster::Safe::Params const*,
Raster::NormalBlend::Params const*) + 2208
34 liblibpersona.dylib          0x284ac8ce4 void
Raster::Bitmap<Raster::Cyan8, Raster::Magenta8,
Raster::Yellow8, Raster::Black8,
Raster::Alpha8>::ExecuteDest<Raster::DynamicsAreDiff
erentFormatsButNotMasksHint,
Raster::Bitmap<Raster::Cyan8, Raster::Magenta8,
Raster::Yellow8, Raster::Black8, Raster::Alpha8>,
DynamicNodeRenderingEngine,
Raster::LowPriority<Raster::Copy>,
Raster::IdentityMask, Raster::IdentitySampler,
Raster::IdentityTransform, Raster::Safe,
Raster::NormalBlend>(Raster::Bitmap<Raster::Cyan8,
Raster::Magenta8, Raster::Yellow8, Raster::Black8,
Raster::Alpha8>*, DynamicNodeRenderingEngine
const*, Raster::LowPriority<Raster::Copy>::Params*,
Raster::IdentityMask::Params const*,
Raster::IdentityTransform::Params const*,
Raster::IdentitySampler::Params const*,
Raster::Safe::Params const*,
Raster::NormalBlend::Params const*) + 144
35 liblibpersona.dylib          0x284ac675c
UpdateDocumentCacheBitmapCommand::GenerateCac
he(Kernel::JailCounted<SpreadNode>,
```

Kernel::Counted<Raster::DynamicBitmap const>, int,
bool, double&, double&) + 1888
36 liblibpersona.dylib 0x284ac511c
UpdateDocumentCacheBitmapCommand::UpdateSprea
d(UpdateDocumentCacheBitmapCommand::Job&) +
236
37 liblibkernel.dylib 0x1017b76fc invocation
function for block in
Kernel::Dispatch::DispatchParallelFor(void (*)(void*,
unsigned long), unsigned long, void*,
Kernel::Dispatch::DispatchPriority,
Kernel::Dispatch::ThreadPurpose, int) + 192
38 libdispatch.dylib 0x1a7d3ebec
_dispatch_client_callout2 + 20
39 libdispatch.dylib 0x1a7d53958
_dispatch_apply_invoke_and_wait + 224
40 libdispatch.dylib 0x1a7d52cdc
_dispatch_apply_with_attr_f + 1152
41 liblibkernel.dylib 0x1017b74d0
Kernel::Dispatch::DispatchParallelFor(void (*)(void*,
unsigned long), unsigned long, void*,
Kernel::Dispatch::DispatchPriority,
Kernel::Dispatch::ThreadPurpose, int) + 420
42 liblibpersona.dylib 0x284ac4d78
UpdateDocumentCacheBitmapCommand::Do() + 2428
43 liblibpersona.dylib 0x2863ee7ec
DocumentCommand::DoAndUpdateCaches() + 176
44 liblibpersona.dylib 0x2896cc254
DocumentController::ProcessCommand(Kernel::Counte
d<DomainCommand>,
std::__1::vector<Kernel::Counted<Kernel::Notification>,
std::__1::allocator<Kernel::Counted<Kernel::Notification
> > >&) + 3408
45 liblibpersona.dylib 0x282306d8c
DomainController::ProcessCommandQueue() + 628

46 liblibkernel.dylib 0x1017b7000 invocation
function for block in
Kernel::Dispatch::DispatchAndForget(std::__1::function<
void ()>, Kernel::Dispatch::DispatchPriority,
Kernel::Dispatch::ThreadPurpose) + 148
47 libdispatch.dylib 0x1a7d3ce60
_dispatch_call_block_and_release + 32
48 libdispatch.dylib 0x1a7d3ebac
_dispatch_client_callout + 20
49 libdispatch.dylib 0x1a7d41cd4
_dispatch_queue_override_invoke + 792
50 libdispatch.dylib 0x1a7d5031c
_dispatch_root_queue_drain + 396
51 libdispatch.dylib 0x1a7d50b58
_dispatch_worker_thread2 + 164
52 libsystem_pthread.dylib 0x1a7ef92c8
_pthread_wqthread + 228
53 libsystem_pthread.dylib 0x1a7ef8018
start_wqthread + 8

Thread 9:: Dispatch queue: com.apple.root.utility-qos

0 liblibkernel.dylib 0x101642d48
Kernel::CompressionPredictorT<unsigned
char>::Unwind(void*, unsigned long) + 20
1 liblibkernel.dylib 0x101642b00
Kernel::CompressionInStream::ReadBlock(void*,
unsigned long) + 1364
2 liblibkernel.dylib 0x101765cfc
Kernel::ArchiveBackDataBucket::BucketInStreamZStand
ard::ReadBlock(void*, unsigned long) + 264
3 liblibraster.dylib 0x10a3be0e0
Raster::Data::Load(Kernel::InStream&,
Kernel::FileStore&) + 80
4 liblibkernel.dylib 0x101736fd0
Kernel::ArchiveBackDataBucket::LoadFile(Kernel::FileSt

oreItem&, Kernel::Archive::FileRevision const&) const +
176
5 liblibkernel.dylib 0x10172fba8
Kernel::DelayLoadHolder::LoadItemCSDData() const +
100
6 liblibraster.dylib 0x10a3bef70 bool
Kernel::DelayLoadHolder::GetItem<Raster::Data>(Kernel
::JailCounted<Raster::Data>&) const + 44
7 liblibraster.dylib 0x10a3bf6dc
Raster::Block::GetConstBuffer() const + 188
8 liblibraster.dylib 0x10a3bea9c
Raster::Block::GetDataRect() const + 104
9 liblibraster.dylib 0x10a5053f0
Raster::Tile::GetDataRect() const + 36
10 liblibraster.dylib 0x10a422864
Raster::Plane<Raster::Cyan8>::GetDataBoundingBox()
const + 516
11 liblibraster.dylib 0x10a545de4
Raster::Bitmap<Raster::Cyan8, Raster::Magenta8,
Raster::Yellow8, Raster::Black8,
Raster::Alpha8>::GetNonZeroBoundingBox(bool*) const
+ 68
12 liblibraster.dylib 0x10a548178
Raster::Bitmap<Raster::Cyan8, Raster::Magenta8,
Raster::Yellow8, Raster::Black8,
Raster::Alpha8>::RetainHardwareBuffer(void*, int, bool,
bool, Kernel::RectT<int>*, Kernel::Interlocked**,
Kernel::Semaphore**, Kernel::Interlocked**,
Kernel::Semaphore**,
Kernel::Counted<Kernel::Countable const>*, bool*)
const + 576
13 liblibraster.dylib 0x10a7a4dcc bool
Raster::Hardware<Raster::DefaultImplementation>::Proc
ess<Raster::Cyan8, Raster::Magenta8, Raster::Yellow8,
Raster::Black8, Raster::Alpha8, Raster::Cyan8,

Raster::Magenta8, Raster::Yellow8, Raster::Black8,
Raster::Alpha8, Raster::X1, Raster::X2, Raster::X3,
Raster::X4, Raster::X5, Raster::Bitmap<Raster::Cyan8,
Raster::Magenta8, Raster::Yellow8, Raster::Black8,
Raster::Alpha8>, Raster::Bitmap<Raster::Cyan8,
Raster::Magenta8, Raster::Yellow8, Raster::Black8,
Raster::Alpha8>, Raster::Copy, Raster::IdentityMask,
Raster::MipmapSampler, Raster::ScaleTransform,
Raster::Repeat,
Raster::NormalBlend>(Raster::Bitmap<Raster::Cyan8,
Raster::Magenta8, Raster::Yellow8, Raster::Black8,
Raster::Alpha8> const*, Raster::Bitmap<Raster::Cyan8,
Raster::Magenta8, Raster::Yellow8, Raster::Black8,
Raster::Alpha8>*, Raster::Copy&, Kernel::RectT<int>,
Raster::IdentityMask::Params const*,
Raster::ScaleTransform::Params const*,
Raster::MipmapSampler::Params const*,
Raster::NormalBlend::Params const*) + 716
14 liblibraster.dylib 0x10a540f08 void
Raster::ProcessBase<Raster::Copy>::Execute<Raster::C
yan8, Raster::Magenta8, Raster::Yellow8,
Raster::Black8, Raster::Alpha8, Raster::Cyan8,
Raster::Magenta8, Raster::Yellow8, Raster::Black8,
Raster::Alpha8, Raster::X1, Raster::X2, Raster::X3,
Raster::X4, Raster::X5, Raster::Bitmap<Raster::Cyan8,
Raster::Magenta8, Raster::Yellow8, Raster::Black8,
Raster::Alpha8>, Raster::Bitmap<Raster::Cyan8,
Raster::Magenta8, Raster::Yellow8, Raster::Black8,
Raster::Alpha8>, Raster::Copy, Raster::IdentityMask,
Raster::MipmapSampler, Raster::ScaleTransform,
Raster::Repeat,
Raster::NormalBlend>(Raster::Bitmap<Raster::Cyan8,
Raster::Magenta8, Raster::Yellow8, Raster::Black8,
Raster::Alpha8>*, Raster::Bitmap<Raster::Cyan8,
Raster::Magenta8, Raster::Yellow8, Raster::Black8,

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Raster::Alpha8> const*, Raster::Copy::Params*,
Raster::IdentityMask::Params const*,
Raster::ScaleTransform::Params const*,
Raster::MipmapSampler::Params const*,
Raster::Repeat::Params const*,
Raster::NormalBlend::Params const*) + 396
15 liblibraster.dylib          0x10a540ce4
Raster::Bitmap<Raster::Cyan8, Raster::Magenta8,
Raster::Yellow8, Raster::Black8,
Raster::Alpha8>::UpdateMipmaps(int, bool*) const +
672
16 liblibrenderer.dylib       0x1110b7bec bool
Raster::Bitmap<Raster::Cyan8, Raster::Magenta8,
Raster::Yellow8, Raster::Black8,
Raster::Alpha8>::ExecuteSourceMipmap<Raster::Cyan8
, Raster::Magenta8, Raster::Yellow8, Raster::Black8,
Raster::Alpha8, Raster::NoHint,
Raster::Buffer<Raster::Cyan8, Raster::Magenta8,
Raster::Yellow8, Raster::Black8, Raster::Alpha8>,
Raster::Bitmap<Raster::Cyan8, Raster::Magenta8,
Raster::Yellow8, Raster::Black8, Raster::Alpha8>,
Raster::AllowDegraded<Raster::LowPriority<Raster::Cop
y> >, Raster::IdentityMask, Raster::BilinearSampler,
Raster::AffineTransform, Raster::DynamicExtendMode,
Raster::NormalBlend>(Raster::Buffer<Raster::Cyan8,
Raster::Magenta8, Raster::Yellow8, Raster::Black8,
Raster::Alpha8>*, Raster::Bitmap<Raster::Cyan8,
Raster::Magenta8, Raster::Yellow8, Raster::Black8,
Raster::Alpha8> const*,
Raster::AllowDegraded<Raster::LowPriority<Raster::Cop
y> >::Params*, Raster::IdentityMask::Params const*,
Raster::AffineTransform::Params const*,
Raster::BilinearSampler::Params const*,
Raster::DynamicExtendMode::Params const*,
Raster::NormalBlend::Params const*) + 468
```

17 liblibrenderer.dylib 0x1110b155c
Renderer::SpanPopulatorPipelineBitmapFill<Raster::Cyan8, Raster::Magenta8, Raster::Yellow8, Raster::Black8, Raster::Alpha8, Raster::Cyan8, Raster::Magenta8, Raster::Yellow8, Raster::Black8, Raster::Alpha8, Renderer::PixProcessor_CMYKA>::prepare(Kernel::RectT<int>, bool, bool*) + 1024

18 liblibrenderer.dylib 0x110a448d8 void
Renderer::RenderTargetRasterizer::RenderClipped<Raster::Cyan8, Raster::Magenta8, Raster::Yellow8, Raster::Black8, Raster::Alpha8, Raster::Alpha8, Raster::X2, Raster::X3, Raster::X4, Raster::X5, false>(std::__1::vector<AGG::rasterizer_scanline_aa<AGG::rasterizer_sl_clip<AGG::ras_conv_dbl> >*, std::__1::allocator<AGG::rasterizer_scanline_aa<AGG::rasterizer_sl_clip<AGG::ras_conv_dbl> >*> >&, Kernel::RectT<int>, bool*, bool, bool, bool) + 652

19 liblibrenderer.dylib 0x110fecc04
Renderer::TypedBitmapRenderTarget<Raster::Cyan8, Raster::Magenta8, Raster::Yellow8, Raster::Black8, Raster::Alpha8, Renderer::PixProcessor_CMYKA, Renderer::PixProcessor_CMYKA_Alpha, Renderer::RenderTargetBlenderCMYKA>::RasterizePolyPolygon(Geometry::PolyPolygonType<double> const&, Geometry::WindingOrderMode, bool, bool) + 308

20 liblibrenderer.dylib 0x110feb160
Renderer::TypedBitmapRenderTarget<Raster::Cyan8, Raster::Magenta8, Raster::Yellow8, Raster::Black8, Raster::Alpha8, Renderer::PixProcessor_CMYKA, Renderer::PixProcessor_CMYKA_Alpha, Renderer::RenderTargetBlenderCMYKA>::DrawPolyPolygon(Kernel::Counted<Geometry::PolyPolygonType<double> const>, float, Renderer::FillBlendMode::BlendMode, Renderer::BlendOptions const&,

Renderer::FillDescriptorConst const&
Renderer::FillDescriptorConst const&
Geometry::WindingOrderMode, bool, bool) + 8424
21 liblibrenderer.dylib 0x110ffd66c
Renderer::TypedBitmapRenderTarget<Raster::Cyan8,
Raster::Magenta8, Raster::Yellow8, Raster::Black8,
Raster::Alpha8, Renderer::PixProcessor_CMYKA,
Renderer::PixProcessor_CMYKA_Alpha,
Renderer::RenderTargetBlenderCMYKA>::_DrawPolyCurve(Kernel::Counted<Geometry::PolyCurveDbl const>,
float, Renderer::FillBlendMode::BlendMode,
Renderer::BlendOptions const&
Renderer::FillDescriptorConst const&
Renderer::FillDescriptorConst const&
Renderer::FillDescriptorConst const&
Renderer::LineStyleDescriptorConst const&
Geometry::WindingOrderMode, bool, bool) + 1884
22 liblibrenderer.dylib 0x110a77260
Renderer::RenderTarget::DrawPolyCurve(Kernel::Counted<Geometry::PolyCurveDbl const>, float,
Renderer::FillBlendMode::BlendMode,
Renderer::BlendOptions const&
Renderer::FillDescriptorConst const&
Renderer::FillDescriptorConst const&
Renderer::FillDescriptorConst const&
Renderer::LineStyleDescriptorConst const&
Geometry::WindingOrderMode, bool, bool) + 228
23 liblibpersona.dylib 0x28ab4c49c
VectorNode::DrawContentsSimple(Kernel::Counted<Renderer::RenderTarget>&, Node::NodeRenderOptions&,
Renderer::FillDescriptorConst const&
Renderer::LineStyleDescriptorConst const&) const +
3224
24 liblibpersona.dylib 0x28ab4b198
VectorNode::DrawContents(Kernel::Counted<Renderer::

RenderTarget>&, Node::NodeRenderOptions&) const +
5048
25 liblibpersona.dylib 0x28a8ec084
ImageNode::DrawContents(Kernel::Counted<Renderer::
RenderTarget>&, Node::NodeRenderOptions&) const +
632
26 liblibpersona.dylib 0x28ab5e268
Node::Draw(Kernel::Counted<Renderer::RenderTarget>
&, Node::NodeRenderOptions&) const + 7144
27 liblibpersona.dylib 0x28ab62908
Node::DrawChildren(NodeChildListType,
Kernel::Counted<Renderer::RenderTarget>&,
Node::NodeRenderOptions&,
std::__1::vector<Raster::AffineTransform::Params,
std::__1::allocator<Raster::AffineTransform::Params> >*)
const + 2456
28 liblibpersona.dylib 0x28ab4c6d8
VectorNode::DrawContentsSimple(Kernel::Counted<Re
nderer::RenderTarget>&, Node::NodeRenderOptions&,
Renderer::FillDescriptorConst const&,
Renderer::LineStyleDescriptorConst const&) const +
3796
29 liblibpersona.dylib 0x28ab4b198
VectorNode::DrawContents(Kernel::Counted<Renderer::
RenderTarget>&, Node::NodeRenderOptions&) const +
5048
30 liblibpersona.dylib 0x28ab5e268
Node::Draw(Kernel::Counted<Renderer::RenderTarget>
&, Node::NodeRenderOptions&) const + 7144
31 liblibpersona.dylib 0x28ab62908
Node::DrawChildren(NodeChildListType,
Kernel::Counted<Renderer::RenderTarget>&,
Node::NodeRenderOptions&,
std::__1::vector<Raster::AffineTransform::Params,
std::__1::allocator<Raster::AffineTransform::Params> >*)

const + 2456
32 liblibpersona.dylib 0x28a8d76d0
SpreadNode::DrawContents(Kernel::Counted<Renderer:
:RenderTarget>&, Node::NodeRenderOptions&) const +
68
33 liblibpersona.dylib 0x28ab5e268
Node::Draw(Kernel::Counted<Renderer::RenderTarget>
&, Node::NodeRenderOptions&) const + 7144
34 liblibpersona.dylib 0x28ab62dc4
Node::Render(Kernel::Counted<Renderer::RenderTarget
>, bool, bool, bool, Node::NodeRenderOptions&) const
+ 464
35 liblibpersona.dylib 0x2802822c4
NodeRenderingEngine<Raster::Cyan8,
Raster::Magenta8, Raster::Yellow8, Raster::Black8,
Raster::Alpha8>::ConstPixelAccessor<Raster::Safe,
Raster::IdentityTransform>::Read(Raster::Pixel<Raster::
Cyan8, Raster::Magenta8, Raster::Yellow8,
Raster::Black8, Raster::Alpha8>&) + 2268
36 liblibpersona.dylib 0x284af8b24 void
Raster::PixelProcessor<Raster::Horizontal>::Process<Ra
ster::Cyan8, Raster::Magenta8, Raster::Yellow8,
Raster::Black8, Raster::Alpha8, Raster::Cyan8,
Raster::Magenta8, Raster::Yellow8, Raster::Black8,
Raster::Alpha8, Raster::X1, Raster::X2, Raster::X3,
Raster::X4, Raster::X5,
NodeRenderingEngine<Raster::Cyan8,
Raster::Magenta8, Raster::Yellow8, Raster::Black8,
Raster::Alpha8>, Raster::Bitmap<Raster::Cyan8,
Raster::Magenta8, Raster::Yellow8, Raster::Black8,
Raster::Alpha8>, Raster::LowPriority<Raster::Copy>,
Raster::IdentityMask, Raster::IdentitySampler,
Raster::IdentityTransform, Raster::Safe,
Raster::NormalBlend>(NodeRenderingEngine<Raster::C
yan8, Raster::Magenta8, Raster::Yellow8,

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Raster::Black8, Raster::Alpha8> const*,
Raster::Bitmap<Raster::Cyan8, Raster::Magenta8,
Raster::Yellow8, Raster::Black8, Raster::Alpha8>*,
Raster::LowPriority<Raster::Copy>&, Kernel::RectT<int>,
bool, Raster::IdentityMask::Params const*,
Raster::IdentityTransform::Params const*,
Raster::IdentitySampler::Params const*,
Raster::NormalBlend::Params const*) + 736
37 liblibpersona.dylib          0x284af87d8 void
Raster::Software<Raster::Multithreaded>::WorkUnit<Ra
ster::Cyan8, Raster::Magenta8, Raster::Yellow8,
Raster::Black8, Raster::Alpha8, Raster::Cyan8,
Raster::Magenta8, Raster::Yellow8, Raster::Black8,
Raster::Alpha8, Raster::X1, Raster::X2, Raster::X3,
Raster::X4, Raster::X5,
NodeRenderingEngine<Raster::Cyan8,
Raster::Magenta8, Raster::Yellow8, Raster::Black8,
Raster::Alpha8>, Raster::Bitmap<Raster::Cyan8,
Raster::Magenta8, Raster::Yellow8, Raster::Black8,
Raster::Alpha8>, Raster::LowPriority<Raster::Copy>,
Raster::IdentityMask, Raster::IdentitySampler,
Raster::IdentityTransform, Raster::Safe,
Raster::NormalBlend>(void*, unsigned long) + 100
38 liblibkernel.dylib          0x1017b76fc invocation
function for block in
Kernel::Dispatch::DispatchParallelFor(void (*)(void*,
unsigned long), unsigned long, void*,
Kernel::Dispatch::DispatchPriority,
Kernel::Dispatch::ThreadPurpose, int) + 192
39 libdispatch.dylib           0x1a7d3ebec
_dispatch_client_callout2 + 20
40 libdispatch.dylib           0x1a7d53958
_dispatch_apply_invoke_and_wait + 224
41 libdispatch.dylib           0x1a7d52cdc
_dispatch_apply_with_attr_f + 1152
```


42 liblibkernel.dylib 0x1017b74d0
Kernel::Dispatch::DispatchParallelFor(void (*)(void*,
unsigned long), unsigned long, void*,
Kernel::Dispatch::DispatchPriority,
Kernel::Dispatch::ThreadPurpose, int) + 420
43 liblibpersona.dylib 0x284af874c void
Raster::Software<Raster::Multithreaded>::Process<Rast
er::Cyan8, Raster::Magenta8, Raster::Yellow8,
Raster::Black8, Raster::Alpha8, Raster::Cyan8,
Raster::Magenta8, Raster::Yellow8, Raster::Black8,
Raster::Alpha8, Raster::X1, Raster::X2, Raster::X3,
Raster::X4, Raster::X5,
NodeRenderingEngine<Raster::Cyan8,
Raster::Magenta8, Raster::Yellow8, Raster::Black8,
Raster::Alpha8>, Raster::Bitmap<Raster::Cyan8,
Raster::Magenta8, Raster::Yellow8, Raster::Black8,
Raster::Alpha8>, Raster::LowPriority<Raster::Copy>,
Raster::IdentityMask, Raster::IdentitySampler,
Raster::IdentityTransform, Raster::Safe,
Raster::NormalBlend>(NodeRenderingEngine<Raster::C
yan8, Raster::Magenta8, Raster::Yellow8,
Raster::Black8, Raster::Alpha8> const*,
Raster::Bitmap<Raster::Cyan8, Raster::Magenta8,
Raster::Yellow8, Raster::Black8, Raster::Alpha8>*,
Raster::LowPriority<Raster::Copy>&, Kernel::RectT<int>,
Raster::IdentityMask::Params const*,
Raster::IdentityTransform::Params const*,
Raster::IdentitySampler::Params const*,
Raster::NormalBlend::Params const*) + 800
44 liblibpersona.dylib 0x284af83dc void
Raster::ProcessBase<Raster::Copy>::ExecuteSoftware<
Raster::Cyan8, Raster::Magenta8, Raster::Yellow8,
Raster::Black8, Raster::Alpha8, Raster::Cyan8,
Raster::Magenta8, Raster::Yellow8, Raster::Black8,
Raster::Alpha8, Raster::X1, Raster::X2, Raster::X3,

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Raster::X4, Raster::X5,  
NodeRenderingEngine<Raster::Cyan8,  
Raster::Magenta8, Raster::Yellow8, Raster::Black8,  
Raster::Alpha8>, Raster::Bitmap<Raster::Cyan8,  
Raster::Magenta8, Raster::Yellow8, Raster::Black8,  
Raster::Alpha8>, Raster::LowPriority<Raster::Copy>,  
Raster::IdentityMask, Raster::IdentitySampler,  
Raster::IdentityTransform, Raster::Safe,  
Raster::NormalBlend>(NodeRenderingEngine<Raster::C  
yan8, Raster::Magenta8, Raster::Yellow8,  
Raster::Black8, Raster::Alpha8> const*,  
Raster::Bitmap<Raster::Cyan8, Raster::Magenta8,  
Raster::Yellow8, Raster::Black8, Raster::Alpha8>*,  
Raster::LowPriority<Raster::Copy>&, Kernel::RectT<int>,  
Raster::IdentityMask::Params const*,  
Raster::IdentityTransform::Params const*,  
Raster::IdentitySampler::Params const*,  
Raster::Safe::Params const*,  
Raster::NormalBlend::Params const*) + 172  
45 liblibpersona.dylib 0x284af222c void  
Raster::DynamicBase<DynamicNodeRenderingEngine>:  
:ExecuteSourceHeterogenousNotMask<Raster::Cyan8,  
Raster::Magenta8, Raster::Yellow8, Raster::Black8,  
Raster::Alpha8,  
Raster::DynamicsAreDifferentFormatsButNotMasksHint,  
Raster::Bitmap<Raster::Cyan8, Raster::Magenta8,  
Raster::Yellow8, Raster::Black8, Raster::Alpha8>,  
DynamicNodeRenderingEngine,  
Raster::LowPriority<Raster::Copy>,  
Raster::IdentityMask, Raster::IdentitySampler,  
Raster::IdentityTransform, Raster::Safe,  
Raster::NormalBlend>(Raster::Bitmap<Raster::Cyan8,  
Raster::Magenta8, Raster::Yellow8, Raster::Black8,  
Raster::Alpha8>*, DynamicNodeRenderingEngine  
const*, Raster::LowPriority<Raster::Copy>::Params*,
```

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Raster::IdentityMask::Params const*,
Raster::IdentityTransform::Params const*,
Raster::IdentitySampler::Params const*,
Raster::Safe::Params const*,
Raster::NormalBlend::Params const*) + 2208
46 liblibpersona.dylib          0x284ac8ce4 void
Raster::Bitmap<Raster::Cyan8, Raster::Magenta8,
Raster::Yellow8, Raster::Black8,
Raster::Alpha8>::ExecuteDest<Raster::DynamicsAreDiff
erentFormatsButNotMasksHint,
Raster::Bitmap<Raster::Cyan8, Raster::Magenta8,
Raster::Yellow8, Raster::Black8, Raster::Alpha8>,
DynamicNodeRenderingEngine,
Raster::LowPriority<Raster::Copy>,
Raster::IdentityMask, Raster::IdentitySampler,
Raster::IdentityTransform, Raster::Safe,
Raster::NormalBlend>(Raster::Bitmap<Raster::Cyan8,
Raster::Magenta8, Raster::Yellow8, Raster::Black8,
Raster::Alpha8>*, DynamicNodeRenderingEngine
const*, Raster::LowPriority<Raster::Copy>::Params*,
Raster::IdentityMask::Params const*,
Raster::IdentityTransform::Params const*,
Raster::IdentitySampler::Params const*,
Raster::Safe::Params const*,
Raster::NormalBlend::Params const*) + 144
47 liblibpersona.dylib          0x284ac675c
UpdateDocumentCacheBitmapCommand::GenerateCac
he(Kernel::JailCounted<SpreadNode>,
Kernel::Counted<Raster::DynamicBitmap const>, int,
bool, double&, double&) + 1888
48 liblibpersona.dylib          0x284ac511c
UpdateDocumentCacheBitmapCommand::UpdateSprea
d(UpdateDocumentCacheBitmapCommand::Job&) +
236
49 liblibkernel.dylib           0x1017b76fc invocation
```

function for block in

Kernel::Dispatch::DispatchParallelFor(void (*)(void*,
unsigned long), unsigned long, void*,

Kernel::Dispatch::DispatchPriority,

Kernel::Dispatch::ThreadPurpose, int) + 192

50 libdispatch.dylib 0x1a7d3ebec

_dispatch_client_callout2 + 20

51 libdispatch.dylib 0x1a7d523c4

_dispatch_apply_invoke + 224

52 libdispatch.dylib 0x1a7d3ebac

_dispatch_client_callout + 20

53 libdispatch.dylib 0x1a7d5043c

_dispatch_root_queue_drain + 684

54 libdispatch.dylib 0x1a7d50b58

_dispatch_worker_thread2 + 164

55 libsystem_pthread.dylib 0x1a7ef92c8

_pthread_wqthread + 228

56 libsystem_pthread.dylib 0x1a7ef8018

start_wqthread + 8

Thread 10:

0 libsystem_pthread.dylib 0x1a7ef8010

start_wqthread + 0

Thread 11:

0 libsystem_pthread.dylib 0x1a7ef8010

start_wqthread + 0

Thread 12:

0 libsystem_pthread.dylib 0x1a7ef8010

start_wqthread + 0

Thread 13:: Dispatch queue: com.apple.root.utility-qos

0 liblibkernel.dylib 0x101642d4c

Kernel::CompressionPredictorT<unsigned

char>::Unwind(void*, unsigned long) + 24
1 liblibkernel.dylib 0x101642b00
Kernel::CompressionInStream::ReadBlock(void*,
unsigned long) + 1364
2 liblibkernel.dylib 0x101765cfc
Kernel::ArchiveBackDataBucket::BucketInStreamZStand
ard::ReadBlock(void*, unsigned long) + 264
3 liblibraster.dylib 0x10a3be0e0
Raster::Data::Load(Kernel::InStream&,
Kernel::FileStore&) + 80
4 liblibkernel.dylib 0x101736fd0
Kernel::ArchiveBackDataBucket::LoadFile(Kernel::FileSt
oreItem&, Kernel::Archive::FileRevision const&) const +
176
5 liblibkernel.dylib 0x10172fba8
Kernel::DelayLoadHolder::LoadItemCSData() const +
100
6 liblibraster.dylib 0x10a3bef70 bool
Kernel::DelayLoadHolder::GetItem<Raster::Data>(Kernel
::JailCounted<Raster::Data>&) const + 44
7 liblibraster.dylib 0x10a3bf6dc
Raster::Block::GetConstBuffer() const + 188
8 liblibraster.dylib 0x10a3bea9c
Raster::Block::GetDataRect() const + 104
9 liblibraster.dylib 0x10a5053f0
Raster::Tile::GetDataRect() const + 36
10 liblibraster.dylib 0x10a422864
Raster::Plane<Raster::Cyan8>::GetDataBoundingBox()
const + 516
11 liblibraster.dylib 0x10a545de4
Raster::Bitmap<Raster::Cyan8, Raster::Magenta8,
Raster::Yellow8, Raster::Black8,
Raster::Alpha8>::GetNonZeroBoundingBox(bool*) const
+ 68
12 liblibraster.dylib 0x10a548178

```
Raster::Bitmap<Raster::Cyan8, Raster::Magenta8,  
Raster::Yellow8, Raster::Black8,  
Raster::Alpha8>::RetainHardwareBuffer(void*, int, bool,  
bool, Kernel::RectT<int>*, Kernel::Interlocked**,  
Kernel::Semaphore**, Kernel::Interlocked**,  
Kernel::Semaphore**,  
Kernel::Counted<Kernel::Countable const>*, bool*)  
const + 576
```

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13 liblbraster.dylib          0x10a7a4dcc bool  
Raster::Hardware<Raster::DefaultImplementation>::Proc  
ess<Raster::Cyan8, Raster::Magenta8, Raster::Yellow8,  
Raster::Black8, Raster::Alpha8, Raster::Cyan8,  
Raster::Magenta8, Raster::Yellow8, Raster::Black8,  
Raster::Alpha8, Raster::X1, Raster::X2, Raster::X3,  
Raster::X4, Raster::X5, Raster::Bitmap<Raster::Cyan8,  
Raster::Magenta8, Raster::Yellow8, Raster::Black8,  
Raster::Alpha8>, Raster::Bitmap<Raster::Cyan8,  
Raster::Magenta8, Raster::Yellow8, Raster::Black8,  
Raster::Alpha8>, Raster::Copy, Raster::IdentityMask,  
Raster::MipmapSampler, Raster::ScaleTransform,  
Raster::Repeat,  
Raster::NormalBlend>(Raster::Bitmap<Raster::Cyan8,  
Raster::Magenta8, Raster::Yellow8, Raster::Black8,  
Raster::Alpha8> const*, Raster::Bitmap<Raster::Cyan8,  
Raster::Magenta8, Raster::Yellow8, Raster::Black8,  
Raster::Alpha8>*, Raster::Copy&, Kernel::RectT<int>*,  
Raster::IdentityMask::Params const*,  
Raster::ScaleTransform::Params const*,  
Raster::MipmapSampler::Params const*,  
Raster::NormalBlend::Params const*) + 716
```

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14 liblbraster.dylib          0x10a540f08 void  
Raster::ProcessBase<Raster::Copy>::Execute<Raster::C  
yan8, Raster::Magenta8, Raster::Yellow8,  
Raster::Black8, Raster::Alpha8, Raster::Cyan8,  
Raster::Magenta8, Raster::Yellow8, Raster::Black8,
```

Raster::Alpha8, Raster::X1, Raster::X2, Raster::X3,
Raster::X4, Raster::X5, Raster::Bitmap<Raster::Cyan8,
Raster::Magenta8, Raster::Yellow8, Raster::Black8,
Raster::Alpha8>, Raster::Bitmap<Raster::Cyan8,
Raster::Magenta8, Raster::Yellow8, Raster::Black8,
Raster::Alpha8>, Raster::Copy, Raster::IdentityMask,
Raster::MipmapSampler, Raster::ScaleTransform,
Raster::Repeat,
Raster::NormalBlend>(Raster::Bitmap<Raster::Cyan8,
Raster::Magenta8, Raster::Yellow8, Raster::Black8,
Raster::Alpha8>*, Raster::Bitmap<Raster::Cyan8,
Raster::Magenta8, Raster::Yellow8, Raster::Black8,
Raster::Alpha8> const*, Raster::Copy::Params*,
Raster::IdentityMask::Params const*,
Raster::ScaleTransform::Params const*,
Raster::MipmapSampler::Params const*,
Raster::Repeat::Params const*,
Raster::NormalBlend::Params const*) + 396
15 liblibraster.dylib 0x10a540ce4
Raster::Bitmap<Raster::Cyan8, Raster::Magenta8,
Raster::Yellow8, Raster::Black8,
Raster::Alpha8>::UpdateMipmaps(int, bool*) const +
672
16 liblibrenderer.dylib 0x1110b7bec bool
Raster::Bitmap<Raster::Cyan8, Raster::Magenta8,
Raster::Yellow8, Raster::Black8,
Raster::Alpha8>::ExecuteSourceMipmap<Raster::Cyan8
, Raster::Magenta8, Raster::Yellow8, Raster::Black8,
Raster::Alpha8, Raster::NoHint,
Raster::Buffer<Raster::Cyan8, Raster::Magenta8,
Raster::Yellow8, Raster::Black8, Raster::Alpha8>,
Raster::Bitmap<Raster::Cyan8, Raster::Magenta8,
Raster::Yellow8, Raster::Black8, Raster::Alpha8>,
Raster::AllowDegraded<Raster::LowPriority<Raster::Cop
y> >, Raster::IdentityMask, Raster::BilinearSampler,

```
Raster::AffineTransform, Raster::DynamicExtendMode,
Raster::NormalBlend>(Raster::Buffer<Raster::Cyan8,
Raster::Magenta8, Raster::Yellow8, Raster::Black8,
Raster::Alpha8>*, Raster::Bitmap<Raster::Cyan8,
Raster::Magenta8, Raster::Yellow8, Raster::Black8,
Raster::Alpha8> const*,
Raster::AllowDegraded<Raster::LowPriority<Raster::Copy> >::Params*, Raster::IdentityMask::Params const*,
Raster::AffineTransform::Params const*,
Raster::BilinearSampler::Params const*,
Raster::DynamicExtendMode::Params const*,
Raster::NormalBlend::Params const*) + 468
17 liblibrenderer.dylib          0x1110b155c
Renderer::SpanPopulatorPipelineBitmapFill<Raster::Cyan8, Raster::Magenta8, Raster::Yellow8, Raster::Black8,
Raster::Alpha8, Raster::Cyan8, Raster::Magenta8,
Raster::Yellow8, Raster::Black8, Raster::Alpha8,
Renderer::PixProcessor_CMYKA>::prepare(Kernel::RectT<int>, bool, bool*) + 1024
18 liblibrenderer.dylib          0x110a448d8 void
Renderer::RenderTargetRasterizer::RenderClipped<Raster::Cyan8, Raster::Magenta8, Raster::Yellow8,
Raster::Black8, Raster::Alpha8, Raster::Alpha8,
Raster::X2, Raster::X3, Raster::X4, Raster::X5,
false>(std::__1::vector<AGG::rasterizer_scanline_aa<AGG::rasterizer_sl_clip<AGG::ras_conv_dbl> >*>,
std::__1::allocator<AGG::rasterizer_scanline_aa<AGG::rasterizer_sl_clip<AGG::ras_conv_dbl> >*> >&,
Kernel::RectT<int>, bool*, bool, bool, bool) + 652
19 liblibrenderer.dylib          0x110fecc04
Renderer::TypedBitmapRenderTarget<Raster::Cyan8,
Raster::Magenta8, Raster::Yellow8, Raster::Black8,
Raster::Alpha8, Renderer::PixProcessor_CMYKA,
Renderer::PixProcessor_CMYKA_Alpha,
Renderer::RenderTargetBlenderCMYKA>::RasterizePoly
```



```
Polygon(Geometry::PolyPolygonType<double> const&,
Geometry::WindingOrderMode, bool, bool) + 308
20 liblibrenderer.dylib          0x110feb160
Renderer::TypedBitmapRenderTarget<Raster::Cyan8,
Raster::Magenta8, Raster::Yellow8, Raster::Black8,
Raster::Alpha8, Renderer::PixProcessor_CMYKA,
Renderer::PixProcessor_CMYKA_Alpha,
Renderer::RenderTargetBlenderCMYKA>::DrawPolyPoly
gon(Kernel::Counted<Geometry::PolyPolygonType<dou
ble> const>, float,
Renderer::FillBlendMode::BlendMode,
Renderer::BlendOptions const&,
Renderer::FillDescriptorConst const&,
Renderer::FillDescriptorConst const&,
Geometry::WindingOrderMode, bool, bool) + 8424
21 liblibrenderer.dylib          0x110ffd66c
Renderer::TypedBitmapRenderTarget<Raster::Cyan8,
Raster::Magenta8, Raster::Yellow8, Raster::Black8,
Raster::Alpha8, Renderer::PixProcessor_CMYKA,
Renderer::PixProcessor_CMYKA_Alpha,
Renderer::RenderTargetBlenderCMYKA>::_DrawPolyCur
ve(Kernel::Counted<Geometry::PolyCurveDbl const>,
float, Renderer::FillBlendMode::BlendMode,
Renderer::BlendOptions const&,
Renderer::FillDescriptorConst const&,
Renderer::FillDescriptorConst const&,
Renderer::FillDescriptorConst const&,
Renderer::LineStyleDescriptorConst const&,
Geometry::WindingOrderMode, bool, bool) + 1884
22 liblibrenderer.dylib          0x110a77260
Renderer::RenderTarget::DrawPolyCurve(Kernel::Counte
d<Geometry::PolyCurveDbl const>, float,
Renderer::FillBlendMode::BlendMode,
Renderer::BlendOptions const&,
Renderer::FillDescriptorConst const&
```

Renderer::FillDescriptorConst const&
Renderer::FillDescriptorConst const&
Renderer::LineStyleDescriptorConst const&
Geometry::WindingOrderMode, bool, bool) + 228
23 liblibpersona.dylib 0x28ab4c49c
VectorNode::DrawContentsSimple(Kernel::Counted<Re
nderer::RenderTarget>&, Node::NodeRenderOptions&
Renderer::FillDescriptorConst const&
Renderer::LineStyleDescriptorConst const&) const +
3224
24 liblibpersona.dylib 0x28ab4b198
VectorNode::DrawContents(Kernel::Counted<Renderer::
RenderTarget>&, Node::NodeRenderOptions&) const +
5048
25 liblibpersona.dylib 0x28a8ec084
ImageNode::DrawContents(Kernel::Counted<Renderer::
RenderTarget>&, Node::NodeRenderOptions&) const +
632
26 liblibpersona.dylib 0x28ab5e268
Node::Draw(Kernel::Counted<Renderer::RenderTarget>
&, Node::NodeRenderOptions&) const + 7144
27 liblibpersona.dylib 0x28ab62908
Node::DrawChildren(NodeChildListType,
Kernel::Counted<Renderer::RenderTarget>&
Node::NodeRenderOptions&
std::__1::vector<Raster::AffineTransform::Params,
std::__1::allocator<Raster::AffineTransform::Params> >*)
const + 2456
28 liblibpersona.dylib 0x28ab4c6d8
VectorNode::DrawContentsSimple(Kernel::Counted<Re
nderer::RenderTarget>&, Node::NodeRenderOptions&
Renderer::FillDescriptorConst const&
Renderer::LineStyleDescriptorConst const&) const +
3796
29 liblibpersona.dylib 0x28ab4b198

VectorNode::DrawContents(Kernel::Counted<Renderer::RenderTarget>&, Node::NodeRenderOptions&) const + 5048

30 liblibpersona.dylib 0x28ab5e268

Node::Draw(Kernel::Counted<Renderer::RenderTarget>&, Node::NodeRenderOptions&) const + 7144

31 liblibpersona.dylib 0x28ab62908

Node::DrawChildren(NodeChildListType, Kernel::Counted<Renderer::RenderTarget>&, Node::NodeRenderOptions&, std::__1::vector<Raster::AffineTransform::Params, std::__1::allocator<Raster::AffineTransform::Params> >*) const + 2456

32 liblibpersona.dylib 0x28a8d76d0

SpreadNode::DrawContents(Kernel::Counted<Renderer::RenderTarget>&, Node::NodeRenderOptions&) const + 68

33 liblibpersona.dylib 0x28ab5e268

Node::Draw(Kernel::Counted<Renderer::RenderTarget>&, Node::NodeRenderOptions&) const + 7144

34 liblibpersona.dylib 0x28ab62dc4

Node::Render(Kernel::Counted<Renderer::RenderTarget>, bool, bool, bool, Node::NodeRenderOptions&) const + 464

35 liblibpersona.dylib 0x2802822c4

NodeRenderingEngine<Raster::Cyan8, Raster::Magenta8, Raster::Yellow8, Raster::Black8, Raster::Alpha8>::ConstPixelAccessor<Raster::Safe, Raster::IdentityTransform>::Read(Raster::Pixel<Raster::Cyan8, Raster::Magenta8, Raster::Yellow8, Raster::Black8, Raster::Alpha8>&) + 2268

36 liblibpersona.dylib 0x284af8b24 void

Raster::PixelProcessor<Raster::Horizontal>::Process(Raster::Cyan8, Raster::Magenta8, Raster::Yellow8, Raster::Black8, Raster::Alpha8, Raster::Cyan8,

```
Raster::Magenta8, Raster::Yellow8, Raster::Black8,  
Raster::Alpha8, Raster::X1, Raster::X2, Raster::X3,  
Raster::X4, Raster::X5,  
NodeRenderingEngine<Raster::Cyan8,  
Raster::Magenta8, Raster::Yellow8, Raster::Black8,  
Raster::Alpha8>, Raster::Bitmap<Raster::Cyan8,  
Raster::Magenta8, Raster::Yellow8, Raster::Black8,  
Raster::Alpha8>, Raster::LowPriority<Raster::Copy>,  
Raster::IdentityMask, Raster::IdentitySampler,  
Raster::IdentityTransform, Raster::Safe,  
Raster::NormalBlend>(NodeRenderingEngine<Raster::C  
yan8, Raster::Magenta8, Raster::Yellow8,  
Raster::Black8, Raster::Alpha8> const*,  
Raster::Bitmap<Raster::Cyan8, Raster::Magenta8,  
Raster::Yellow8, Raster::Black8, Raster::Alpha8>*,  
Raster::LowPriority<Raster::Copy>&, Kernel::RectT<int>,  
bool, Raster::IdentityMask::Params const*,  
Raster::IdentityTransform::Params const*,  
Raster::IdentitySampler::Params const*,  
Raster::NormalBlend::Params const*) + 736  
37 liblibpersona.dylib 0x284af87d8 void  
Raster::Software<Raster::Multithreaded>::WorkUnit<Ra  
ster::Cyan8, Raster::Magenta8, Raster::Yellow8,  
Raster::Black8, Raster::Alpha8, Raster::Cyan8,  
Raster::Magenta8, Raster::Yellow8, Raster::Black8,  
Raster::Alpha8, Raster::X1, Raster::X2, Raster::X3,  
Raster::X4, Raster::X5,  
NodeRenderingEngine<Raster::Cyan8,  
Raster::Magenta8, Raster::Yellow8, Raster::Black8,  
Raster::Alpha8>, Raster::Bitmap<Raster::Cyan8,  
Raster::Magenta8, Raster::Yellow8, Raster::Black8,  
Raster::Alpha8>, Raster::LowPriority<Raster::Copy>,  
Raster::IdentityMask, Raster::IdentitySampler,  
Raster::IdentityTransform, Raster::Safe,  
Raster::NormalBlend>(void*, unsigned long) + 100
```

38 liblibkernel.dylib 0x1017b76fc invocation
function for block in
Kernel::Dispatch::DispatchParallelFor(void (*)(void*,
unsigned long), unsigned long, void*,
Kernel::Dispatch::DispatchPriority,
Kernel::Dispatch::ThreadPurpose, int) + 192
39 libdispatch.dylib 0x1a7d3ebec
_dispatch_client_callout2 + 20
40 libdispatch.dylib 0x1a7d53958
_dispatch_apply_invoke_and_wait + 224
41 libdispatch.dylib 0x1a7d52cdc
_dispatch_apply_with_attr_f + 1152
42 liblibkernel.dylib 0x1017b74d0
Kernel::Dispatch::DispatchParallelFor(void (*)(void*,
unsigned long), unsigned long, void*,
Kernel::Dispatch::DispatchPriority,
Kernel::Dispatch::ThreadPurpose, int) + 420
43 liblibpersona.dylib 0x284af874c void
Raster::Software<Raster::Multithreaded>::Process<Rast
er::Cyan8, Raster::Magenta8, Raster::Yellow8,
Raster::Black8, Raster::Alpha8, Raster::Cyan8,
Raster::Magenta8, Raster::Yellow8, Raster::Black8,
Raster::Alpha8, Raster::X1, Raster::X2, Raster::X3,
Raster::X4, Raster::X5,
NodeRenderingEngine<Raster::Cyan8,
Raster::Magenta8, Raster::Yellow8, Raster::Black8,
Raster::Alpha8>, Raster::Bitmap<Raster::Cyan8,
Raster::Magenta8, Raster::Yellow8, Raster::Black8,
Raster::Alpha8>, Raster::LowPriority<Raster::Copy>,
Raster::IdentityMask, Raster::IdentitySampler,
Raster::IdentityTransform, Raster::Safe,
Raster::NormalBlend>(NodeRenderingEngine<Raster::C
yan8, Raster::Magenta8, Raster::Yellow8,
Raster::Black8, Raster::Alpha8> const*,
Raster::Bitmap<Raster::Cyan8, Raster::Magenta8,

```
Raster::Yellow8, Raster::Black8, Raster::Alpha8>*,
Raster::LowPriority<Raster::Copy>&, Kernel::RectT<int>,
Raster::IdentityMask::Params const*,
Raster::IdentityTransform::Params const*,
Raster::IdentitySampler::Params const*,
Raster::NormalBlend::Params const*) + 800
44 liblibpersona.dylib          0x284af83dc void
Raster::ProcessBase<Raster::Copy>::ExecuteSoftware<
Raster::Cyan8, Raster::Magenta8, Raster::Yellow8,
Raster::Black8, Raster::Alpha8, Raster::Cyan8,
Raster::Magenta8, Raster::Yellow8, Raster::Black8,
Raster::Alpha8, Raster::X1, Raster::X2, Raster::X3,
Raster::X4, Raster::X5,
NodeRenderingEngine<Raster::Cyan8,
Raster::Magenta8, Raster::Yellow8, Raster::Black8,
Raster::Alpha8>, Raster::Bitmap<Raster::Cyan8,
Raster::Magenta8, Raster::Yellow8, Raster::Black8,
Raster::Alpha8>, Raster::LowPriority<Raster::Copy>,
Raster::IdentityMask, Raster::IdentitySampler,
Raster::IdentityTransform, Raster::Safe,
Raster::NormalBlend>(NodeRenderingEngine<Raster::C
yan8, Raster::Magenta8, Raster::Yellow8,
Raster::Black8, Raster::Alpha8> const*,
Raster::Bitmap<Raster::Cyan8, Raster::Magenta8,
Raster::Yellow8, Raster::Black8, Raster::Alpha8>*,
Raster::LowPriority<Raster::Copy>&, Kernel::RectT<int>,
Raster::IdentityMask::Params const*,
Raster::IdentityTransform::Params const*,
Raster::IdentitySampler::Params const*,
Raster::Safe::Params const*,
Raster::NormalBlend::Params const*) + 172
45 liblibpersona.dylib          0x284af222c void
Raster::DynamicBase<DynamicNodeRenderingEngine>:
:ExecuteSourceHeterogenousNotMask<Raster::Cyan8,
Raster::Magenta8, Raster::Yellow8, Raster::Black8,
```

Raster::Alpha8,
Raster::DynamicsAreDifferentFormatsButNotMasksHint,
Raster::Bitmap<Raster::Cyan8, Raster::Magenta8,
Raster::Yellow8, Raster::Black8, Raster::Alpha8>,
DynamicNodeRenderingEngine,
Raster::LowPriority<Raster::Copy>,
Raster::IdentityMask, Raster::IdentitySampler,
Raster::IdentityTransform, Raster::Safe,
Raster::NormalBlend>(Raster::Bitmap<Raster::Cyan8,
Raster::Magenta8, Raster::Yellow8, Raster::Black8,
Raster::Alpha8>*, DynamicNodeRenderingEngine
const*, Raster::LowPriority<Raster::Copy>::Params*,
Raster::IdentityMask::Params const*,
Raster::IdentityTransform::Params const*,
Raster::IdentitySampler::Params const*,
Raster::Safe::Params const*,
Raster::NormalBlend::Params const*) + 2208
46 liblibpersona.dylib 0x284ac8ce4 void
Raster::Bitmap<Raster::Cyan8, Raster::Magenta8,
Raster::Yellow8, Raster::Black8,
Raster::Alpha8>::ExecuteDest<Raster::DynamicsAreDiff
erentFormatsButNotMasksHint,
Raster::Bitmap<Raster::Cyan8, Raster::Magenta8,
Raster::Yellow8, Raster::Black8, Raster::Alpha8>,
DynamicNodeRenderingEngine,
Raster::LowPriority<Raster::Copy>,
Raster::IdentityMask, Raster::IdentitySampler,
Raster::IdentityTransform, Raster::Safe,
Raster::NormalBlend>(Raster::Bitmap<Raster::Cyan8,
Raster::Magenta8, Raster::Yellow8, Raster::Black8,
Raster::Alpha8>*, DynamicNodeRenderingEngine
const*, Raster::LowPriority<Raster::Copy>::Params*,
Raster::IdentityMask::Params const*,
Raster::IdentityTransform::Params const*,
Raster::IdentitySampler::Params const*,

```

Raster::Safe::Params const*,
Raster::NormalBlend::Params const*) + 144
47 liblibpersona.dylib          0x284ac675c
UpdateDocumentCacheBitmapCommand::GenerateCache(
Kernel::JailCounted<SpreadNode>,
Kernel::Counted<Raster::DynamicBitmap const>, int,
bool, double&, double&) + 1888
48 liblibpersona.dylib          0x284ac511c
UpdateDocumentCacheBitmapCommand::UpdateSpread(
UpdateDocumentCacheBitmapCommand::Job&) +
236
49 liblibkernel.dylib           0x1017b76fc invocation
function for block in
Kernel::Dispatch::DispatchParallelFor(void (*)(void*,
unsigned long), unsigned long, void*,
Kernel::Dispatch::DispatchPriority,
Kernel::Dispatch::ThreadPurpose, int) + 192
50 libdispatch.dylib            0x1a7d3ebec
_dispatch_client_callout2 + 20
51 libdispatch.dylib            0x1a7d523c4
_dispatch_apply_invoke + 224
52 libdispatch.dylib            0x1a7d3ebac
_dispatch_client_callout + 20
53 libdispatch.dylib            0x1a7d5043c
_dispatch_root_queue_drain + 684
54 libdispatch.dylib            0x1a7d50b58
_dispatch_worker_thread2 + 164
55 libsystem_pthread.dylib       0x1a7ef92c8
_pthread_wqthread + 228
56 libsystem_pthread.dylib       0x1a7ef8018
start_wqthread + 8

```

Thread 14:

```

0 libsystem_pthread.dylib       0x1a7ef8010
start_wqthread + 0

```


Thread 15:

0 libsystem_pthread.dylib 0x1a7ef8010
start_wqthread + 0

Thread 16:

0 libsystem_pthread.dylib 0x1a7ef8010
start_wqthread + 0

Thread 17:

0 libsystem_pthread.dylib 0x1a7ef8010
start_wqthread + 0

Thread 18:: Dispatch queue: com.apple.root.utility-qos

0 libsystem_kernel.dylib 0x1a7ec45c0
__psynch_mutexwait + 8

1 libsystem_pthread.dylib 0x1a7efa364
_pthread_mutex_firstfit_lock_wait + 84

2 libsystem_pthread.dylib 0x1a7ef7c98
_pthread_mutex_firstfit_lock_slow + 240

3 liblibraster.dylib 0x10a540a90

Raster::Bitmap<Raster::Cyan8, Raster::Magenta8,
Raster::Yellow8, Raster::Black8,

Raster::Alpha8>::UpdateMipmaps(int, bool*) const + 76

4 liblibraster.dylib 0x1110b7bec bool

Raster::Bitmap<Raster::Cyan8, Raster::Magenta8,
Raster::Yellow8, Raster::Black8,

Raster::Alpha8>::ExecuteSourceMipmap<Raster::Cyan8
, Raster::Magenta8, Raster::Yellow8, Raster::Black8,

Raster::Alpha8, Raster::NoHint,

Raster::Buffer<Raster::Cyan8, Raster::Magenta8,

Raster::Yellow8, Raster::Black8, Raster::Alpha8>,

Raster::Bitmap<Raster::Cyan8, Raster::Magenta8,

Raster::Yellow8, Raster::Black8, Raster::Alpha8>,

Raster::AllowDegraded<Raster::LowPriority<Raster::Cop

```

y> >, Raster::IdentityMask, Raster::BilinearSampler,
Raster::AffineTransform, Raster::DynamicExtendMode,
Raster::NormalBlend>(Raster::Buffer<Raster::Cyan8,
Raster::Magenta8, Raster::Yellow8, Raster::Black8,
Raster::Alpha8>*, Raster::Bitmap<Raster::Cyan8,
Raster::Magenta8, Raster::Yellow8, Raster::Black8,
Raster::Alpha8> const*,
Raster::AllowDegraded<Raster::LowPriority<Raster::Cop
y> >::Params*, Raster::IdentityMask::Params const*,
Raster::AffineTransform::Params const*,
Raster::BilinearSampler::Params const*,
Raster::DynamicExtendMode::Params const*,
Raster::NormalBlend::Params const*) + 468
5 liblibrenderer.dylib          0x1110b155c
Renderer::SpanPopulatorPipelineBitmapFill<Raster::Cya
n8, Raster::Magenta8, Raster::Yellow8, Raster::Black8,
Raster::Alpha8, Raster::Cyan8, Raster::Magenta8,
Raster::Yellow8, Raster::Black8, Raster::Alpha8,
Renderer::PixProcessor_CMYKA>::prepare(Kernel::Rect
T<int>, bool, bool*) + 1024
6 liblibrenderer.dylib          0x110a448d8 void
Renderer::RenderTargetRasterizer::RenderClipped<Rast
er::Cyan8, Raster::Magenta8, Raster::Yellow8,
Raster::Black8, Raster::Alpha8, Raster::Alpha8,
Raster::X2, Raster::X3, Raster::X4, Raster::X5,
false>(std::__1::vector<AGG::rasterizer_scanline_aa<AG
G::rasterizer_sl_clip<AGG::ras_conv_dbl> >*,
std::__1::allocator<AGG::rasterizer_scanline_aa<AGG::ra
sterizer_sl_clip<AGG::ras_conv_dbl> >*> >&,
Kernel::RectT<int>, bool*, bool, bool, bool) + 652
7 liblibrenderer.dylib          0x110fecc04
Renderer::TypedBitmapRenderTarget<Raster::Cyan8,
Raster::Magenta8, Raster::Yellow8, Raster::Black8,
Raster::Alpha8, Renderer::PixProcessor_CMYKA,
Renderer::PixProcessor_CMYKA_Alpha,

```

Renderer::RenderTargetBlenderCMYKA>::RasterizePoly
Polygon(Geometry::PolyPolygonType<double> const&
Geometry::WindingOrderMode, bool, bool) + 308

8 liblibrenderer.dylib 0x110feb160

Renderer::TypedBitmapRenderTarget<Raster::Cyan8,
Raster::Magenta8, Raster::Yellow8, Raster::Black8,
Raster::Alpha8, Renderer::PixProcessor_CMYKA,
Renderer::PixProcessor_CMYKA_Alpha,
Renderer::RenderTargetBlenderCMYKA>::DrawPolyPoly
gon(Kernel::Counted<Geometry::PolyPolygonType<dou
ble> const>, float,

Renderer::FillBlendMode::BlendMode,

Renderer::BlendOptions const&,
Renderer::FillDescriptorConst const&,
Renderer::FillDescriptorConst const&,
Geometry::WindingOrderMode, bool, bool) + 8424

9 liblibrenderer.dylib 0x110ffd66c

Renderer::TypedBitmapRenderTarget<Raster::Cyan8,
Raster::Magenta8, Raster::Yellow8, Raster::Black8,
Raster::Alpha8, Renderer::PixProcessor_CMYKA,
Renderer::PixProcessor_CMYKA_Alpha,
Renderer::RenderTargetBlenderCMYKA>::_DrawPolyCur
ve(Kernel::Counted<Geometry::PolyCurveDbl const>,
float, Renderer::FillBlendMode::BlendMode,

Renderer::BlendOptions const&,
Renderer::FillDescriptorConst const&,
Renderer::FillDescriptorConst const&,
Renderer::FillDescriptorConst const&,
Renderer::LineStyleDescriptorConst const&,
Geometry::WindingOrderMode, bool, bool) + 1884

10 liblibrenderer.dylib 0x110a77260

Renderer::RenderTarget::DrawPolyCurve(Kernel::Counte
d<Geometry::PolyCurveDbl const>, float,
Renderer::FillBlendMode::BlendMode,
Renderer::BlendOptions const&,

```
Renderer::FillDescriptorConst const&,
Renderer::FillDescriptorConst const&,
Renderer::FillDescriptorConst const&,
Renderer::LineStyleDescriptorConst const&,
Geometry::WindingOrderMode, bool, bool) + 228
11 liblibpersona.dylib          0x28ab4c49c
VectorNode::DrawContentsSimple(Kernel::Counted<Re
nderer::RenderTarget>&, Node::NodeRenderOptions&,
Renderer::FillDescriptorConst const&,
Renderer::LineStyleDescriptorConst const&) const +
3224
12 liblibpersona.dylib          0x28ab4b198
VectorNode::DrawContents(Kernel::Counted<Renderer::
RenderTarget>&, Node::NodeRenderOptions&) const +
5048
13 liblibpersona.dylib          0x28a8ec084
ImageNode::DrawContents(Kernel::Counted<Renderer::
RenderTarget>&, Node::NodeRenderOptions&) const +
632
14 liblibpersona.dylib          0x28ab5e268
Node::Draw(Kernel::Counted<Renderer::RenderTarget>
&, Node::NodeRenderOptions&) const + 7144
15 liblibpersona.dylib          0x28ab62908
Node::DrawChildren(NodeChildListType,
Kernel::Counted<Renderer::RenderTarget>&,
Node::NodeRenderOptions&,
std::__1::vector<Raster::AffineTransform::Params,
std::__1::allocator<Raster::AffineTransform::Params> >*)
const + 2456
16 liblibpersona.dylib          0x28ab4c6d8
VectorNode::DrawContentsSimple(Kernel::Counted<Re
nderer::RenderTarget>&, Node::NodeRenderOptions&,
Renderer::FillDescriptorConst const&,
Renderer::LineStyleDescriptorConst const&) const +
3796
```

17 liblibpersona.dylib 0x28ab4b198
VectorNode::DrawContents(Kernel::Counted<Renderer::RenderTarget>&, Node::NodeRenderOptions&) const + 5048

18 liblibpersona.dylib 0x28ab5e268
Node::Draw(Kernel::Counted<Renderer::RenderTarget>&, Node::NodeRenderOptions&) const + 7144

19 liblibpersona.dylib 0x28ab62908
Node::DrawChildren(NodeChildListType, Kernel::Counted<Renderer::RenderTarget>&, Node::NodeRenderOptions&, std::__1::vector<Raster::AffineTransform::Params, std::__1::allocator<Raster::AffineTransform::Params> >*) const + 2456

20 liblibpersona.dylib 0x28a8d76d0
SpreadNode::DrawContents(Kernel::Counted<Renderer::RenderTarget>&, Node::NodeRenderOptions&) const + 68

21 liblibpersona.dylib 0x28ab5e268
Node::Draw(Kernel::Counted<Renderer::RenderTarget>&, Node::NodeRenderOptions&) const + 7144

22 liblibpersona.dylib 0x28ab62dc4
Node::Render(Kernel::Counted<Renderer::RenderTarget>, bool, bool, bool, Node::NodeRenderOptions&) const + 464

23 liblibpersona.dylib 0x2802822c4
NodeRenderingEngine<Raster::Cyan8, Raster::Magenta8, Raster::Yellow8, Raster::Black8, Raster::Alpha8>::ConstPixelAccessor<Raster::Safe, Raster::IdentityTransform>::Read(Raster::Pixel<Raster::Cyan8, Raster::Magenta8, Raster::Yellow8, Raster::Black8, Raster::Alpha8>&) + 2268

24 liblibpersona.dylib 0x284af8b24 void
Raster::PixelProcessor<Raster::Horizontal>::Process<Raster::Cyan8, Raster::Magenta8, Raster::Yellow8,

```
Raster::Black8, Raster::Alpha8, Raster::Cyan8,  
Raster::Magenta8, Raster::Yellow8, Raster::Black8,  
Raster::Alpha8, Raster::X1, Raster::X2, Raster::X3,  
Raster::X4, Raster::X5,  
NodeRenderingEngine<Raster::Cyan8,  
Raster::Magenta8, Raster::Yellow8, Raster::Black8,  
Raster::Alpha8>, Raster::Bitmap<Raster::Cyan8,  
Raster::Magenta8, Raster::Yellow8, Raster::Black8,  
Raster::Alpha8>, Raster::LowPriority<Raster::Copy>,  
Raster::IdentityMask, Raster::IdentitySampler,  
Raster::IdentityTransform, Raster::Safe,  
Raster::NormalBlend>(NodeRenderingEngine<Raster::C  
yan8, Raster::Magenta8, Raster::Yellow8,  
Raster::Black8, Raster::Alpha8> const*,  
Raster::Bitmap<Raster::Cyan8, Raster::Magenta8,  
Raster::Yellow8, Raster::Black8, Raster::Alpha8>*,  
Raster::LowPriority<Raster::Copy>&, Kernel::RectT<int>,  
bool, Raster::IdentityMask::Params const*,  
Raster::IdentityTransform::Params const*,  
Raster::IdentitySampler::Params const*,  
Raster::NormalBlend::Params const*) + 736  
25 liblibpersona.dylib 0x284af87d8 void  
Raster::Software<Raster::Multithreaded>::WorkUnit<Ra  
ster::Cyan8, Raster::Magenta8, Raster::Yellow8,  
Raster::Black8, Raster::Alpha8, Raster::Cyan8,  
Raster::Magenta8, Raster::Yellow8, Raster::Black8,  
Raster::Alpha8, Raster::X1, Raster::X2, Raster::X3,  
Raster::X4, Raster::X5,  
NodeRenderingEngine<Raster::Cyan8,  
Raster::Magenta8, Raster::Yellow8, Raster::Black8,  
Raster::Alpha8>, Raster::Bitmap<Raster::Cyan8,  
Raster::Magenta8, Raster::Yellow8, Raster::Black8,  
Raster::Alpha8>, Raster::LowPriority<Raster::Copy>,  
Raster::IdentityMask, Raster::IdentitySampler,  
Raster::IdentityTransform, Raster::Safe,
```

Raster::NormalBlend>(void*, unsigned long) + 100
26 liblibkernel.dylib 0x1017b76fc invocation
function for block in
Kernel::Dispatch::DispatchParallelFor(void (*)(void*,
unsigned long), unsigned long, void*,
Kernel::Dispatch::DispatchPriority,
Kernel::Dispatch::ThreadPurpose, int) + 192
27 libdispatch.dylib 0x1a7d3ebec
_dispatch_client_callout2 + 20
28 libdispatch.dylib 0x1a7d523c4
_dispatch_apply_invoke + 224
29 libdispatch.dylib 0x1a7d3ebac
_dispatch_client_callout + 20
30 libdispatch.dylib 0x1a7d5043c
_dispatch_root_queue_drain + 684
31 libdispatch.dylib 0x1a7d50b58
_dispatch_worker_thread2 + 164
32 libsystem_pthread.dylib 0x1a7ef92c8
_pthread_wqthread + 228
33 libsystem_pthread.dylib 0x1a7ef8018
start_wqthread + 8

Thread 19:

0 libsystem_pthread.dylib 0x1a7ef8010
start_wqthread + 0

Thread 20 Crashed:: Dispatch queue:

com.apple.root.utility-qos

0 liblbraster.dylib 0x10a3c068c
Raster::Block::IsAllocated() const + 0
1 liblbraster.dylib 0x10a422804
Raster::Plane<Raster::Cyan8>::GetDataBoundingBox()
const + 420
2 liblbraster.dylib 0x10a545de4
Raster::Bitmap<Raster::Cyan8, Raster::Magenta8,

Raster::Yellow8, Raster::Black8,
Raster::Alpha8>::GetNonZeroBoundingBox(bool*) const
+ 68

3 liblbraster.dylib 0x10a548178
Raster::Bitmap<Raster::Cyan8, Raster::Magenta8,
Raster::Yellow8, Raster::Black8,
Raster::Alpha8>::RetainHardwareBuffer(void*, int, bool,
bool, Kernel::RectT<int>*, Kernel::Interlocked**,
Kernel::Semaphore**, Kernel::Interlocked**,
Kernel::Semaphore**,
Kernel::Counted<Kernel::Countable const>*, bool*)
const + 576

4 liblbraster.dylib 0x10a7a4dcc bool
Raster::Hardware<Raster::DefaultImplementation>::Proc
ess<Raster::Cyan8, Raster::Magenta8, Raster::Yellow8,
Raster::Black8, Raster::Alpha8, Raster::Cyan8,
Raster::Magenta8, Raster::Yellow8, Raster::Black8,
Raster::Alpha8, Raster::X1, Raster::X2, Raster::X3,
Raster::X4, Raster::X5, Raster::Bitmap<Raster::Cyan8,
Raster::Magenta8, Raster::Yellow8, Raster::Black8,
Raster::Alpha8>, Raster::Bitmap<Raster::Cyan8,
Raster::Magenta8, Raster::Yellow8, Raster::Black8,
Raster::Alpha8>, Raster::Copy, Raster::IdentityMask,
Raster::MipmapSampler, Raster::ScaleTransform,
Raster::Repeat,
Raster::NormalBlend>(Raster::Bitmap<Raster::Cyan8,
Raster::Magenta8, Raster::Yellow8, Raster::Black8,
Raster::Alpha8> const*, Raster::Bitmap<Raster::Cyan8,
Raster::Magenta8, Raster::Yellow8, Raster::Black8,
Raster::Alpha8>*, Raster::Copy&, Kernel::RectT<int>*,
Raster::IdentityMask::Params const*,
Raster::ScaleTransform::Params const*,
Raster::MipmapSampler::Params const*,
Raster::NormalBlend::Params const*) + 716
5 liblbraster.dylib 0x10a540f08 void


```
Raster::ProcessBase<Raster::Copy>::Execute<Raster::Cyan8, Raster::Magenta8, Raster::Yellow8, Raster::Black8, Raster::Alpha8, Raster::Cyan8, Raster::Magenta8, Raster::Yellow8, Raster::Black8, Raster::Alpha8, Raster::X1, Raster::X2, Raster::X3, Raster::X4, Raster::X5, Raster::Bitmap<Raster::Cyan8, Raster::Magenta8, Raster::Yellow8, Raster::Black8, Raster::Alpha8>, Raster::Bitmap<Raster::Cyan8, Raster::Magenta8, Raster::Yellow8, Raster::Black8, Raster::Alpha8>, Raster::Copy, Raster::IdentityMask, Raster::MipmapSampler, Raster::ScaleTransform, Raster::Repeat, Raster::NormalBlend>(Raster::Bitmap<Raster::Cyan8, Raster::Magenta8, Raster::Yellow8, Raster::Black8, Raster::Alpha8>*, Raster::Bitmap<Raster::Cyan8, Raster::Magenta8, Raster::Yellow8, Raster::Black8, Raster::Alpha8> const*, Raster::Copy::Params*, Raster::IdentityMask::Params const*, Raster::ScaleTransform::Params const*, Raster::MipmapSampler::Params const*, Raster::Repeat::Params const*, Raster::NormalBlend::Params const*) + 396
6  liblibraster.dylib          0x10a540ce4
Raster::Bitmap<Raster::Cyan8, Raster::Magenta8, Raster::Yellow8, Raster::Black8, Raster::Alpha8>::UpdateMipmaps(int, bool*) const + 672
7  liblibrenderer.dylib        0x1110b7bec bool
Raster::Bitmap<Raster::Cyan8, Raster::Magenta8, Raster::Yellow8, Raster::Black8, Raster::Alpha8>::ExecuteSourceMipmap<Raster::Cyan8, Raster::Magenta8, Raster::Yellow8, Raster::Black8, Raster::Alpha8, Raster::NoHint, Raster::Buffer<Raster::Cyan8, Raster::Magenta8, Raster::Yellow8, Raster::Black8, Raster::Alpha8>,
```

```

Raster::Bitmap<Raster::Cyan8, Raster::Magenta8,
Raster::Yellow8, Raster::Black8, Raster::Alpha8>,
Raster::AllowDegraded<Raster::LowPriority<Raster::Cop
y> >, Raster::IdentityMask, Raster::BilinearSampler,
Raster::AffineTransform, Raster::DynamicExtendMode,
Raster::NormalBlend>(Raster::Buffer<Raster::Cyan8,
Raster::Magenta8, Raster::Yellow8, Raster::Black8,
Raster::Alpha8>*, Raster::Bitmap<Raster::Cyan8,
Raster::Magenta8, Raster::Yellow8, Raster::Black8,
Raster::Alpha8> const*,
Raster::AllowDegraded<Raster::LowPriority<Raster::Cop
y> >::Params*, Raster::IdentityMask::Params const*,
Raster::AffineTransform::Params const*,
Raster::BilinearSampler::Params const*,
Raster::DynamicExtendMode::Params const*,
Raster::NormalBlend::Params const*) + 468
8 liblibrenderer.dylib          0x1110b155c
Renderer::SpanPopulatorPipelineBitmapFill<Raster::Cya
n8, Raster::Magenta8, Raster::Yellow8, Raster::Black8,
Raster::Alpha8, Raster::Cyan8, Raster::Magenta8,
Raster::Yellow8, Raster::Black8, Raster::Alpha8,
Renderer::PixProcessor_CMYKA>::prepare(Kernel::Rect
T<int>, bool, bool*) + 1024
9 liblibrenderer.dylib          0x110a448d8 void
Renderer::RenderTargetRasterizer::RenderClipped<Rast
er::Cyan8, Raster::Magenta8, Raster::Yellow8,
Raster::Black8, Raster::Alpha8, Raster::Alpha8,
Raster::X2, Raster::X3, Raster::X4, Raster::X5,
false>(std::__1::vector<AGG::rasterizer_scanline_aa<AG
G::rasterizer_sl_clip<AGG::ras_conv_dbl> >*,
std::__1::allocator<AGG::rasterizer_scanline_aa<AGG::ra
sterizer_sl_clip<AGG::ras_conv_dbl> >*> >&,
Kernel::RectT<int>, bool*, bool, bool, bool) + 652
10 liblibrenderer.dylib         0x110fecc04
Renderer::TypedBitmapRenderTarget<Raster::Cyan8,

```

```
Raster::Magenta8, Raster::Yellow8, Raster::Black8,  
Raster::Alpha8, Renderer::PixProcessor_CMYKA,  
Renderer::PixProcessor_CMYKA_Alpha,  
Renderer::RenderTargetBlenderCMYKA>::RasterizePoly  
Polygon(Geometry::PolyPolygonType<double> const&,  
Geometry::WindingOrderMode, bool, bool) + 308  
11 liblibrenderer.dylib          0x110feb160  
Renderer::TypedBitmapRenderTarget<Raster::Cyan8,  
Raster::Magenta8, Raster::Yellow8, Raster::Black8,  
Raster::Alpha8, Renderer::PixProcessor_CMYKA,  
Renderer::PixProcessor_CMYKA_Alpha,  
Renderer::RenderTargetBlenderCMYKA>::DrawPolyPoly  
gon(Kernel::Counted<Geometry::PolyPolygonType<dou  
ble> const>, float,  
Renderer::FillBlendMode::BlendMode,  
Renderer::BlendOptions const&,  
Renderer::FillDescriptorConst const&,  
Renderer::FillDescriptorConst const&,  
Geometry::WindingOrderMode, bool, bool) + 8424  
12 liblibrenderer.dylib          0x110ffd66c  
Renderer::TypedBitmapRenderTarget<Raster::Cyan8,  
Raster::Magenta8, Raster::Yellow8, Raster::Black8,  
Raster::Alpha8, Renderer::PixProcessor_CMYKA,  
Renderer::PixProcessor_CMYKA_Alpha,  
Renderer::RenderTargetBlenderCMYKA>::_DrawPolyCur  
ve(Kernel::Counted<Geometry::PolyCurveDbl const>,  
float, Renderer::FillBlendMode::BlendMode,  
Renderer::BlendOptions const&,  
Renderer::FillDescriptorConst const&,  
Renderer::FillDescriptorConst const&,  
Renderer::FillDescriptorConst const&,  
Renderer::LineStyleDescriptorConst const&,  
Geometry::WindingOrderMode, bool, bool) + 1884  
13 liblibrenderer.dylib          0x110a77260  
Renderer::RenderTarget::DrawPolyCurve(Kernel::Counte
```

```

d<Geometry::PolyCurveDbl const>, float,
Renderer::FillBlendMode::BlendMode,
Renderer::BlendOptions const&,
Renderer::FillDescriptorConst const&,
Renderer::FillDescriptorConst const&,
Renderer::FillDescriptorConst const&,
Renderer::LineStyleDescriptorConst const&,
Geometry::WindingOrderMode, bool, bool) + 228
14 liblibpersona.dylib          0x28ab4c49c
VectorNode::DrawContentsSimple(Kernel::Counted<Re
nderer::RenderTarget>&, Node::NodeRenderOptions&,
Renderer::FillDescriptorConst const&,
Renderer::LineStyleDescriptorConst const&) const +
3224
15 liblibpersona.dylib          0x28ab4b198
VectorNode::DrawContents(Kernel::Counted<Renderer::
RenderTarget>&, Node::NodeRenderOptions&) const +
5048
16 liblibpersona.dylib          0x28a8ec084
ImageNode::DrawContents(Kernel::Counted<Renderer::
RenderTarget>&, Node::NodeRenderOptions&) const +
632
17 liblibpersona.dylib          0x28ab5e268
Node::Draw(Kernel::Counted<Renderer::RenderTarget>
&, Node::NodeRenderOptions&) const + 7144
18 liblibpersona.dylib          0x28ab62908
Node::DrawChildren(NodeChildListType,
Kernel::Counted<Renderer::RenderTarget>&,
Node::NodeRenderOptions&,
std::__1::vector<Raster::AffineTransform::Params,
std::__1::allocator<Raster::AffineTransform::Params> >*)
const + 2456
19 liblibpersona.dylib          0x28ab4c6d8
VectorNode::DrawContentsSimple(Kernel::Counted<Re
nderer::RenderTarget>&, Node::NodeRenderOptions&,

```

Renderer::FillDescriptorConst const&
Renderer::LineStyleDescriptorConst const&) const +
3796
20 liblibpersona.dylib 0x28ab4b198
VectorNode::DrawContents(Kernel::Counted<Renderer::
RenderTarget>&, Node::NodeRenderOptions&) const +
5048
21 liblibpersona.dylib 0x28ab5e268
Node::Draw(Kernel::Counted<Renderer::RenderTarget>
&, Node::NodeRenderOptions&) const + 7144
22 liblibpersona.dylib 0x28ab62908
Node::DrawChildren(NodeChildListType,
Kernel::Counted<Renderer::RenderTarget>&,
Node::NodeRenderOptions&,
std::__1::vector<Raster::AffineTransform::Params,
std::__1::allocator<Raster::AffineTransform::Params> >*)
const + 2456
23 liblibpersona.dylib 0x28a8d76d0
SpreadNode::DrawContents(Kernel::Counted<Renderer:
:RenderTarget>&, Node::NodeRenderOptions&) const +
68
24 liblibpersona.dylib 0x28ab5e268
Node::Draw(Kernel::Counted<Renderer::RenderTarget>
&, Node::NodeRenderOptions&) const + 7144
25 liblibpersona.dylib 0x28ab62dc4
Node::Render(Kernel::Counted<Renderer::RenderTarget
>, bool, bool, bool, Node::NodeRenderOptions&) const
+ 464
26 liblibpersona.dylib 0x2802822c4
NodeRenderingEngine<Raster::Cyan8,
Raster::Magenta8, Raster::Yellow8, Raster::Black8,
Raster::Alpha8>::ConstPixelAccessor<Raster::Safe,
Raster::IdentityTransform>::Read(Raster::Pixel<Raster::
Cyan8, Raster::Magenta8, Raster::Yellow8,
Raster::Black8, Raster::Alpha8>&) + 2268

27 liblibpersona.dylib 0x284af8b24 void
Raster::PixelProcessor<Raster::Horizontal>::Process<Raster::Cyan8, Raster::Magenta8, Raster::Yellow8, Raster::Black8, Raster::Alpha8, Raster::Cyan8, Raster::Magenta8, Raster::Yellow8, Raster::Black8, Raster::Alpha8, Raster::X1, Raster::X2, Raster::X3, Raster::X4, Raster::X5, NodeRenderingEngine<Raster::Cyan8, Raster::Magenta8, Raster::Yellow8, Raster::Black8, Raster::Alpha8>, Raster::Bitmap<Raster::Cyan8, Raster::Magenta8, Raster::Yellow8, Raster::Black8, Raster::Alpha8>, Raster::LowPriority<Raster::Copy>, Raster::IdentityMask, Raster::IdentitySampler, Raster::IdentityTransform, Raster::Safe, Raster::NormalBlend>(NodeRenderingEngine<Raster::Cyan8, Raster::Magenta8, Raster::Yellow8, Raster::Black8, Raster::Alpha8> const*, Raster::Bitmap<Raster::Cyan8, Raster::Magenta8, Raster::Yellow8, Raster::Black8, Raster::Alpha8>*, Raster::LowPriority<Raster::Copy>&, Kernel::RectT<int>, bool, Raster::IdentityMask::Params const*, Raster::IdentityTransform::Params const*, Raster::IdentitySampler::Params const*, Raster::NormalBlend::Params const*) + 736

28 liblibpersona.dylib 0x284af87d8 void
Raster::Software<Raster::Multithreaded>::WorkUnit<Raster::Cyan8, Raster::Magenta8, Raster::Yellow8, Raster::Black8, Raster::Alpha8, Raster::Cyan8, Raster::Magenta8, Raster::Yellow8, Raster::Black8, Raster::Alpha8, Raster::X1, Raster::X2, Raster::X3, Raster::X4, Raster::X5, NodeRenderingEngine<Raster::Cyan8, Raster::Magenta8, Raster::Yellow8, Raster::Black8, Raster::Alpha8>, Raster::Bitmap<Raster::Cyan8, Raster::Magenta8, Raster::Yellow8, Raster::Black8,

Raster::Alpha8>, Raster::LowPriority<Raster::Copy>,
 Raster::IdentityMask, Raster::IdentitySampler,
 Raster::IdentityTransform, Raster::Safe,
 Raster::NormalBlend>(void*, unsigned long) + 100
 29 liblibkernel.dylib 0x1017b76fc invocation
 function for block in
 Kernel::Dispatch::DispatchParallelFor(void (*)(void*,
 unsigned long), unsigned long, void*,
 Kernel::Dispatch::DispatchPriority,
 Kernel::Dispatch::ThreadPurpose, int) + 192
 30 libdispatch.dylib 0x1a7d3ebec
 _dispatch_client_callout2 + 20
 31 libdispatch.dylib 0x1a7d523c4
 _dispatch_apply_invoke + 224
 32 libdispatch.dylib 0x1a7d3ebac
 _dispatch_client_callout + 20
 33 libdispatch.dylib 0x1a7d5043c
 _dispatch_root_queue_drain + 684
 34 libdispatch.dylib 0x1a7d50b58
 _dispatch_worker_thread2 + 164
 35 libsystem_pthread.dylib 0x1a7ef92c8
 _pthread_wqthread + 228
 36 libsystem_pthread.dylib 0x1a7ef8018
 start_wqthread + 8

Thread 21:: Dispatch queue: com.apple.root.utility-qos
 0 libsystem_kernel.dylib 0x1a7ec45c0
 __psynch_mutexwait + 8
 1 libsystem_pthread.dylib 0x1a7efa364
 _pthread_mutex_firstfit_lock_wait + 84
 2 libsystem_pthread.dylib 0x1a7ef7c98
 _pthread_mutex_firstfit_lock_slow + 240
 3 liblibraster.dylib 0x10a540a90
 Raster::Bitmap<Raster::Cyan8, Raster::Magenta8,
 Raster::Yellow8, Raster::Black8,

```
Raster::Alpha8>::UpdateMipmaps(int, bool*) const + 76
4 liblibrenderer.dylib          0x1110b7bec bool
Raster::Bitmap<Raster::Cyan8, Raster::Magenta8,
Raster::Yellow8, Raster::Black8,
Raster::Alpha8>::ExecuteSourceMipmap<Raster::Cyan8
, Raster::Magenta8, Raster::Yellow8, Raster::Black8,
Raster::Alpha8, Raster::NoHint,
Raster::Buffer<Raster::Cyan8, Raster::Magenta8,
Raster::Yellow8, Raster::Black8, Raster::Alpha8>,
Raster::Bitmap<Raster::Cyan8, Raster::Magenta8,
Raster::Yellow8, Raster::Black8, Raster::Alpha8>,
Raster::AllowDegraded<Raster::LowPriority<Raster::Cop
y> >, Raster::IdentityMask, Raster::BilinearSampler,
Raster::AffineTransform, Raster::DynamicExtendMode,
Raster::NormalBlend>(Raster::Buffer<Raster::Cyan8,
Raster::Magenta8, Raster::Yellow8, Raster::Black8,
Raster::Alpha8>*, Raster::Bitmap<Raster::Cyan8,
Raster::Magenta8, Raster::Yellow8, Raster::Black8,
Raster::Alpha8> const*,
Raster::AllowDegraded<Raster::LowPriority<Raster::Cop
y> >::Params*, Raster::IdentityMask::Params const*,
Raster::AffineTransform::Params const*,
Raster::BilinearSampler::Params const*,
Raster::DynamicExtendMode::Params const*,
Raster::NormalBlend::Params const*) + 468
5 liblibrenderer.dylib          0x1110b155c
Renderer::SpanPopulatorPipelineBitmapFill<Raster::Cya
n8, Raster::Magenta8, Raster::Yellow8, Raster::Black8,
Raster::Alpha8, Raster::Cyan8, Raster::Magenta8,
Raster::Yellow8, Raster::Black8, Raster::Alpha8,
Renderer::PixProcessor_CMYKA>::prepare(Kernel::Rect
T<int>, bool, bool*) + 1024
6 liblibrenderer.dylib          0x110a448d8 void
Renderer::RenderTargetRasterizer::RenderClipped<Rast
er::Cyan8, Raster::Magenta8, Raster::Yellow8,
```



```
Raster::Black8, Raster::Alpha8, Raster::Alpha8,  
Raster::X2, Raster::X3, Raster::X4, Raster::X5,  
false>(std::__1::vector<AGG::rasterizer_scanline_aa<AGG  
G::rasterizer_sl_clip<AGG::ras_conv_dbl> >*,  
std::__1::allocator<AGG::rasterizer_scanline_aa<AGG::ra  
sterizer_sl_clip<AGG::ras_conv_dbl> >*> >&,  
Kernel::RectT<int>, bool*, bool, bool, bool) + 652  
7 liblibrenderer.dylib          0x110fecc04  
Renderer::TypedBitmapRenderTarget<Raster::Cyan8,  
Raster::Magenta8, Raster::Yellow8, Raster::Black8,  
Raster::Alpha8, Renderer::PixProcessor_CMYKA,  
Renderer::PixProcessor_CMYKA_Alpha,  
Renderer::RenderTargetBlenderCMYKA>::RasterizePoly  
Polygon(Geometry::PolyPolygonType<double> const&,  
Geometry::WindingOrderMode, bool, bool) + 308  
8 liblibrenderer.dylib          0x110feb160  
Renderer::TypedBitmapRenderTarget<Raster::Cyan8,  
Raster::Magenta8, Raster::Yellow8, Raster::Black8,  
Raster::Alpha8, Renderer::PixProcessor_CMYKA,  
Renderer::PixProcessor_CMYKA_Alpha,  
Renderer::RenderTargetBlenderCMYKA>::DrawPolyPoly  
gon(Kernel::Counted<Geometry::PolyPolygonType<dou  
ble> const>, float,  
Renderer::FillBlendMode::BlendMode,  
Renderer::BlendOptions const&,  
Renderer::FillDescriptorConst const&,  
Renderer::FillDescriptorConst const&,  
Geometry::WindingOrderMode, bool, bool) + 8424  
9 liblibrenderer.dylib          0x110ffd66c  
Renderer::TypedBitmapRenderTarget<Raster::Cyan8,  
Raster::Magenta8, Raster::Yellow8, Raster::Black8,  
Raster::Alpha8, Renderer::PixProcessor_CMYKA,  
Renderer::PixProcessor_CMYKA_Alpha,  
Renderer::RenderTargetBlenderCMYKA>::_DrawPolyCur  
ve(Kernel::Counted<Geometry::PolyCurveDbl const>,
```

float, Renderer::FillBlendMode::BlendMode,
Renderer::BlendOptions const&,
Renderer::FillDescriptorConst const&,
Renderer::FillDescriptorConst const&,
Renderer::FillDescriptorConst const&,
Renderer::LineStyleDescriptorConst const&,
Geometry::WindingOrderMode, bool, bool) + 1884
10 liblibrenderer.dylib 0x110a77260
Renderer::RenderTarget::DrawPolyCurve(Kernel::Counted<Geometry::PolyCurveDbl const>, float,
Renderer::FillBlendMode::BlendMode,
Renderer::BlendOptions const&,
Renderer::FillDescriptorConst const&,
Renderer::FillDescriptorConst const&,
Renderer::FillDescriptorConst const&,
Renderer::LineStyleDescriptorConst const&,
Geometry::WindingOrderMode, bool, bool) + 228
11 liblibpersona.dylib 0x28ab4c49c
VectorNode::DrawContentsSimple(Kernel::Counted<Renderer::RenderTarget>&, Node::NodeRenderOptions&,
Renderer::FillDescriptorConst const&,
Renderer::LineStyleDescriptorConst const&) const +
3224
12 liblibpersona.dylib 0x28ab4b198
VectorNode::DrawContents(Kernel::Counted<Renderer::RenderTarget>&, Node::NodeRenderOptions&) const +
5048
13 liblibpersona.dylib 0x28a8ec084
ImageNode::DrawContents(Kernel::Counted<Renderer::RenderTarget>&, Node::NodeRenderOptions&) const +
632
14 liblibpersona.dylib 0x28ab5e268
Node::Draw(Kernel::Counted<Renderer::RenderTarget>&, Node::NodeRenderOptions&) const + 7144
15 liblibpersona.dylib 0x28ab62908

Node::DrawChildren(NodeChildListType,
Kernel::Counted<Renderer::RenderTarget>&,
Node::NodeRenderOptions&,
std::__1::vector<Raster::AffineTransform::Params,
std::__1::allocator<Raster::AffineTransform::Params> >*)
const + 2456

16 liblibpersona.dylib 0x28ab4c6d8
VectorNode::DrawContentsSimple(Kernel::Counted<Re
nderer::RenderTarget>&, Node::NodeRenderOptions&,
Renderer::FillDescriptorConst const&,
Renderer::LineStyleDescriptorConst const&) const +
3796

17 liblibpersona.dylib 0x28ab4b198
VectorNode::DrawContents(Kernel::Counted<Renderer::
RenderTarget>&, Node::NodeRenderOptions&) const +
5048

18 liblibpersona.dylib 0x28ab5e268
Node::Draw(Kernel::Counted<Renderer::RenderTarget>
&, Node::NodeRenderOptions&) const + 7144

19 liblibpersona.dylib 0x28ab62908
Node::DrawChildren(NodeChildListType,
Kernel::Counted<Renderer::RenderTarget>&,
Node::NodeRenderOptions&,
std::__1::vector<Raster::AffineTransform::Params,
std::__1::allocator<Raster::AffineTransform::Params> >*)
const + 2456

20 liblibpersona.dylib 0x28a8d76d0
SpreadNode::DrawContents(Kernel::Counted<Renderer:
:RenderTarget>&, Node::NodeRenderOptions&) const +
68

21 liblibpersona.dylib 0x28ab5e268
Node::Draw(Kernel::Counted<Renderer::RenderTarget>
&, Node::NodeRenderOptions&) const + 7144

22 liblibpersona.dylib 0x28ab62dc4
Node::Render(Kernel::Counted<Renderer::RenderTarget

```
>, bool, bool, bool, Node::NodeRenderOptions&) const
+ 464
23 liblibpersona.dylib          0x2802822c4
NodeRenderingEngine<Raster::Cyan8,
Raster::Magenta8, Raster::Yellow8, Raster::Black8,
Raster::Alpha8>::ConstPixelAccessor<Raster::Safe,
Raster::IdentityTransform>::Read(Raster::Pixel<Raster::
Cyan8, Raster::Magenta8, Raster::Yellow8,
Raster::Black8, Raster::Alpha8>&) + 2268
24 liblibpersona.dylib          0x284af8b24 void
Raster::PixelProcessor<Raster::Horizontal>::Process<Ra
ster::Cyan8, Raster::Magenta8, Raster::Yellow8,
Raster::Black8, Raster::Alpha8, Raster::Cyan8,
Raster::Magenta8, Raster::Yellow8, Raster::Black8,
Raster::Alpha8, Raster::X1, Raster::X2, Raster::X3,
Raster::X4, Raster::X5,
NodeRenderingEngine<Raster::Cyan8,
Raster::Magenta8, Raster::Yellow8, Raster::Black8,
Raster::Alpha8>, Raster::Bitmap<Raster::Cyan8,
Raster::Magenta8, Raster::Yellow8, Raster::Black8,
Raster::Alpha8>, Raster::LowPriority<Raster::Copy>,
Raster::IdentityMask, Raster::IdentitySampler,
Raster::IdentityTransform, Raster::Safe,
Raster::NormalBlend>(NodeRenderingEngine<Raster::C
yan8, Raster::Magenta8, Raster::Yellow8,
Raster::Black8, Raster::Alpha8> const*,
Raster::Bitmap<Raster::Cyan8, Raster::Magenta8,
Raster::Yellow8, Raster::Black8, Raster::Alpha8>*,
Raster::LowPriority<Raster::Copy>&, Kernel::RectT<int>,
bool, Raster::IdentityMask::Params const*,
Raster::IdentityTransform::Params const*,
Raster::IdentitySampler::Params const*,
Raster::NormalBlend::Params const*) + 736
25 liblibpersona.dylib          0x284af87d8 void
Raster::Software<Raster::Multithreaded>::WorkUnit<Ra
```

```

ster::Cyan8, Raster::Magenta8, Raster::Yellow8,
Raster::Black8, Raster::Alpha8, Raster::Cyan8,
Raster::Magenta8, Raster::Yellow8, Raster::Black8,
Raster::Alpha8, Raster::X1, Raster::X2, Raster::X3,
Raster::X4, Raster::X5,
NodeRenderingEngine<Raster::Cyan8,
Raster::Magenta8, Raster::Yellow8, Raster::Black8,
Raster::Alpha8>, Raster::Bitmap<Raster::Cyan8,
Raster::Magenta8, Raster::Yellow8, Raster::Black8,
Raster::Alpha8>, Raster::LowPriority<Raster::Copy>,
Raster::IdentityMask, Raster::IdentitySampler,
Raster::IdentityTransform, Raster::Safe,
Raster::NormalBlend>(void*, unsigned long) + 100
26 liblibkernel.dylib          0x1017b76fc invocation
function for block in
Kernel::Dispatch::DispatchParallelFor(void (*)(void*,
unsigned long), unsigned long, void*,
Kernel::Dispatch::DispatchPriority,
Kernel::Dispatch::ThreadPurpose, int) + 192
27 libdispatch.dylib          0x1a7d3ebec
_dispatch_client_callout2 + 20
28 libdispatch.dylib          0x1a7d523c4
_dispatch_apply_invoke + 224
29 libdispatch.dylib          0x1a7d3ebac
_dispatch_client_callout + 20
30 libdispatch.dylib          0x1a7d5043c
_dispatch_root_queue_drain + 684
31 libdispatch.dylib          0x1a7d50b58
_dispatch_worker_thread2 + 164
32 libsystem_pthread.dylib     0x1a7ef92c8
_pthread_wqthread + 228
33 libsystem_pthread.dylib     0x1a7ef8018
start_wqthread + 8

```

Thread 22:

0 libsystem_pthread.dylib 0x1a7ef8010
start_wqthread + 0

Thread 23:

0 libsystem_pthread.dylib 0x1a7ef8010
start_wqthread + 0

Thread 24:

0 libsystem_pthread.dylib 0x1a7ef8010
start_wqthread + 0

Thread 25:: LocalStorage

0 libsystem_kernel.dylib 0x1a7ec50c0
__psynch_cvwait + 8

1 libsystem_pthread.dylib 0x1a7efd808
_pthread_cond_wait + 1228

2 JavaScriptCore 0x1c10a4614

WTF::ParkingLot::parkConditionallyImpl(void const*,
WTF::ScopedLambda<bool ()> const&,
WTF::ScopedLambda<void ()> const&,
WTF::TimeWithDynamicClockType const&) + 2072

3 WebKitLegacy 0x1be2368bc bool

WTF::Condition::waitUntilUnchecked<WTF::Lock>(WTF
::Lock&, WTF::TimeWithDynamicClockType const&) +
196

4 WebKitLegacy 0x1be23a268

WebCore::StorageThread::threadEntryPoint() + 296

5 JavaScriptCore 0x1c10bf568

WTF::Thread::entryPoint(WTF::Thread::NewThreadCont
ext*) + 168

6 JavaScriptCore 0x1bff9f9c0

WTF::wtfThreadEntryPoint(void*) + 16

7 libsystem_pthread.dylib 0x1a7efd240
_pthread_start + 148

8 libsystem_pthread.dylib 0x1a7ef8024

thread_start + 8

Thread 26:: JIT Worklist Helper Thread

0 libsystem_kernel.dylib 0x1a7ec50c0
__psynch_cvwait + 8
1 libsystem_pthread.dylib 0x1a7efd808
_pthread_cond_wait + 1228
2 JavaScriptCore 0x1c10a4540
WTF::ParkingLot::parkConditionallyImpl(void const*,
WTF::ScopedLambda<bool ()> const&,
WTF::ScopedLambda<void ()> const&,
WTF::TimeWithDynamicClockType const&) + 1860
3 JavaScriptCore 0x1c0f806ec bool
WTF::Condition::waitUntilUnchecked<WTF::Lock>(WTF
::Lock&, WTF::TimeWithDynamicClockType const&) +
196
4 JavaScriptCore 0x1c1079648
WTF::Detail::CallableWrapper<WTF::AutomaticThread::s
tart(WTF::AbstractLocker const&)::\$_0, void>::call() +
260
5 JavaScriptCore 0x1c10bf568
WTF::Thread::entryPoint(WTF::Thread::NewThreadCont
ext*) + 168
6 JavaScriptCore 0x1bff9f9c0
WTF::wtfThreadEntryPoint(void*) + 16
7 libsystem_pthread.dylib 0x1a7efd240
_pthread_start + 148
8 libsystem_pthread.dylib 0x1a7ef8024
thread_start + 8

Thread 27:: JIT Worklist Helper Thread

0 libsystem_kernel.dylib 0x1a7ec50c0
__psynch_cvwait + 8
1 libsystem_pthread.dylib 0x1a7efd808
_pthread_cond_wait + 1228

2 JavaScriptCore 0x1c10a4540
WTF::ParkingLot::parkConditionallyImpl(void const*,
WTF::ScopedLambda<bool ()> const&,
WTF::ScopedLambda<void ()> const&,
WTF::TimeWithDynamicClockType const&) + 1860

3 JavaScriptCore 0x1c0f806ec bool
WTF::Condition::waitUntilUnchecked<WTF::Lock>(WTF
::Lock&, WTF::TimeWithDynamicClockType const&) +
196

4 JavaScriptCore 0x1c1079648
WTF::Detail::CallableWrapper<WTF::AutomaticThread::s
tart(WTF::AbstractLocker const&)::\$_0, void>::call() +
260

5 JavaScriptCore 0x1c10bf568
WTF::Thread::entryPoint(WTF::Thread::NewThreadCont
ext*) + 168

6 JavaScriptCore 0x1bff9f9c0
WTF::wtfThreadEntryPoint(void*) + 16

7 libsystem_pthread.dylib 0x1a7efd240
_pthread_start + 148

8 libsystem_pthread.dylib 0x1a7ef8024
thread_start + 8

Thread 28:: JIT Worklist Helper Thread

0 libsystem_kernel.dylib 0x1a7ec50c0
__psynch_cvwait + 8

1 libsystem_pthread.dylib 0x1a7efd808
_pthread_cond_wait + 1228

2 JavaScriptCore 0x1c10a4540
WTF::ParkingLot::parkConditionallyImpl(void const*,
WTF::ScopedLambda<bool ()> const&,
WTF::ScopedLambda<void ()> const&,
WTF::TimeWithDynamicClockType const&) + 1860

3 JavaScriptCore 0x1c0f806ec bool
WTF::Condition::waitUntilUnchecked<WTF::Lock>(WTF


```

::Lock&, WTF::TimeWithDynamicClockType const&) +
196
4 JavaScriptCore                0x1c1079648
WTF::Detail::CallableWrapper<WTF::AutomaticThread::s
tart(WTF::AbstractLocker const&)::$_0, void>::call() +
260
5 JavaScriptCore                0x1c10bf568
WTF::Thread::entryPoint(WTF::Thread::NewThreadCont
ext*) + 168
6 JavaScriptCore                0x1bff9f9c0
WTF::wtfThreadEntryPoint(void*) + 16
7 libsystem_pthread.dylib       0x1a7efd240
_pthread_start + 148
8 libsystem_pthread.dylib       0x1a7ef8024
thread_start + 8

Thread 29:: Heap Helper Thread
0 libsystem_kernel.dylib        0x1a7ec50c0
__psynch_cvwait + 8
1 libsystem_pthread.dylib       0x1a7efd808
_pthread_cond_wait + 1228
2 JavaScriptCore                0x1c10a4540
WTF::ParkingLot::parkConditionallyImpl(void const*,
WTF::ScopedLambda<bool ()> const&,
WTF::ScopedLambda<void ()> const&,
WTF::TimeWithDynamicClockType const&) + 1860
3 JavaScriptCore                0x1c0f806ec bool
WTF::Condition::waitUntilUnchecked<WTF::Lock>(WTF
::Lock&, WTF::TimeWithDynamicClockType const&) +
196
4 JavaScriptCore                0x1c1079648
WTF::Detail::CallableWrapper<WTF::AutomaticThread::s
tart(WTF::AbstractLocker const&)::$_0, void>::call() +
260
5 JavaScriptCore                0x1c10bf568

```

WTF::Thread::entryPoint(WTF::Thread::NewThreadCont
ext*) + 168

6 JavaScriptCore 0x1bff9f9c0

WTF::wtfThreadEntryPoint(void*) + 16

7 libsystem_pthread.dylib 0x1a7efd240

_pthread_start + 148

8 libsystem_pthread.dylib 0x1a7ef8024

thread_start + 8

Thread 30:: Heap Helper Thread

0 libsystem_kernel.dylib 0x1a7ec50c0

__psynch_cvwait + 8

1 libsystem_pthread.dylib 0x1a7efd808

_pthread_cond_wait + 1228

2 JavaScriptCore 0x1c10a4540

WTF::ParkingLot::parkConditionallyImpl(void const*,

WTF::ScopedLambda<bool ()> const&,

WTF::ScopedLambda<void ()> const&,

WTF::TimeWithDynamicClockType const&) + 1860

3 JavaScriptCore 0x1c0f806ec bool

WTF::Condition::waitUntilUnchecked<WTF::Lock>(WTF

::Lock&, WTF::TimeWithDynamicClockType const&) +

196

4 JavaScriptCore 0x1c1079648

WTF::Detail::CallableWrapper<WTF::AutomaticThread::s

tart(WTF::AbstractLocker const&)::\$_0, void>::call() +

260

5 JavaScriptCore 0x1c10bf568

WTF::Thread::entryPoint(WTF::Thread::NewThreadCont

ext*) + 168

6 JavaScriptCore 0x1bff9f9c0

WTF::wtfThreadEntryPoint(void*) + 16

7 libsystem_pthread.dylib 0x1a7efd240

_pthread_start + 148

8 libsystem_pthread.dylib 0x1a7ef8024

thread_start + 8

Thread 31:: Heap Helper Thread

0	libsystem_kernel.dylib	0x1a7ec50c0
	__psynch_cvwait + 8	
1	libsystem_pthread.dylib	0x1a7efd808
	_pthread_cond_wait + 1228	
2	JavaScriptCore	0x1c10a4540
	WTF::ParkingLot::parkConditionallyImpl(void const*, WTF::ScopedLambda<bool ()> const&, WTF::ScopedLambda<void ()> const&, WTF::TimeWithDynamicClockType const&) + 1860	
3	JavaScriptCore	0x1c0f806ec
	bool WTF::Condition::waitUntilUnchecked<WTF::Lock>(WTF ::Lock&, WTF::TimeWithDynamicClockType const&) + 196	
4	JavaScriptCore	0x1c1079648
	WTF::Detail::CallableWrapper<WTF::AutomaticThread::s tart(WTF::AbstractLocker const&)::\$_0, void>::call() + 260	
5	JavaScriptCore	0x1c10bf568
	WTF::Thread::entryPoint(WTF::Thread::NewThreadCont ext*) + 168	
6	JavaScriptCore	0x1bff9f9c0
	WTF::wtfThreadEntryPoint(void*) + 16	
7	libsystem_pthread.dylib	0x1a7efd240
	_pthread_start + 148	
8	libsystem_pthread.dylib	0x1a7ef8024
	thread_start + 8	

Thread 20 crashed with ARM Thread State (64-bit):

x0: 0x0000000000000000 x1:
0x0000000000000000 x2: 0x00000000000120a8
x3: 0x0000000000000100

x4: 0x0000000000000000 x5:
0x00000000000003fff x6: 0x0000600005a0af24 x7:
0x0000000000000002
x8: 0x0000000000000000 x9:
0x0000600001891d80 x10: 0x0000000000000000
x11: 0x00000000fffffffd
x12: 0x000000000000c300 x13:
0x0000000000000000 x14: 0x0000000000000001
x15: 0x0000c3000000c302
x16: 0x00000001a7f14494 x17:
0x000000000000c300 x18: 0x0000000000000000
x19: 0x0000600007633d00
x20: 0x0000000000000000 x21:
0x0000000140ae0060 x22: 0x0000000000000005
x23: 0x0000000000000050
x24: 0x0000000000000000 x25:
0x0000000000008600 x26: 0x0000000000000500
x27: 0x0000000080000001
x28: 0x0000000000000000 fp:
0x0000000305ff12a0 lr: 0x000000010a422804
sp: 0x0000000305ff1240 pc:
0x000000010a3c068c cpsr: 0x80001000
far: 0x0000000000000058 esr: 0x92000006 (Data
Abort) byte read Translation fault

Binary Images:

0x1a7ec0000 - 0x1a7ef5fff
libsystem_kernel.dylib (*) <384945e6-
dd71-37e5-9a3d-84fff14a1e60> /usr/lib/system/
libsystem_kernel.dylib
0x1a7f44000 - 0x1a8487fff
com.apple.CoreFoundation (6.9) <35473de6-
c433-332c-ae0-013fd5f6d4fd> /System/Library/
Frameworks/CoreFoundation.framework/Versions/A/
CoreFoundation

0x1b0b2c000 - 0x1b0e5bfff
com.apple.HIToolbox (2.1.1) <b5a3fe9a-833b-3697-
ac9c-1e9e8eb11bac> /System/Library/Frameworks/
Carbon.framework/Versions/A/Frameworks/
HIToolbox.framework/Versions/A/HIToolbox

0x1aaadb000 - 0x1ab991fff com.apple.AppKit
(6.9) <8701760d-31b6-37eb-be77-ffb39921dd22> /
System/Library/Frameworks/AppKit.framework/Versions/
C/AppKit

0x100ae8000 - 0x100b47fff dyld (*)
<d21a73ea-79cd-36eb-8ac9-2c5cf5181a27> /usr/lib/
dyld

0x1a7ef6000 - 0x1a7f02fff
libsystem_pthread.dylib (*) <f7b2eccf-e6f1-3109-
ae81-9028c0b8332a> /usr/lib/system/
libsystem_pthread.dylib

0x1bff97000 - 0x1c127afff
com.apple.JavaScriptCore (17612)
<258c04cc-8c23-3c5d-bc2d-5d64dba3c81c> /
System/Library/Frameworks/JavaScriptCore.framework/
Versions/A/JavaScriptCore

0x1acb6d000 - 0x1ad025fff
com.apple.CFNetwork (1329) <a48c10c0-0aef-3d9f-
b050-06420ab96929> /System/Library/Frameworks/
CFNetwork.framework/Versions/A/CFNetwork

0x1a8e38000 - 0x1a9225fff
com.apple.Foundation (6.9)
<f3ab29ba-726d-3d0b-8125-ceb1a79cd832> /System/
Library/Frameworks/Foundation.framework/Versions/C/
Foundation

0x1af53b000 - 0x1af597fff
com.apple.CoreVideo (1.8) <a8940300-ab7c-3bbe-
a748-89b330ea1a6d> /System/Library/Frameworks/
CoreVideo.framework/Versions/A/CoreVideo

0x109d5c000 - 0x10b557fff liblibraster.dylib (*)

<60766e79-30a8-3d4a-827f-f4ff827d47e9> /
Applications/Affinity Publisher.app/Contents/
Frameworks/liblibraster.dylib
 0x10f4ec000 - 0x111f1ffff liblibrenderer.dylib (*)
<36fb4065-6db0-31ca-8fa5-497f12065f4c> /
Applications/Affinity Publisher.app/Contents/
Frameworks/liblibrenderer.dylib
 0x280000000 - 0x29210bfff liblibpersona.dylib
(*) <2aea8aeb-9bb1-3814-8108-5c9d2c1383b4> /
Applications/Affinity Publisher.app/Contents/
Frameworks/liblibpersona.dylib
 0x101638000 - 0x101863fff liblibkernel.dylib (*)
<7bae60e2-e3f8-321e-8cbb-2c70dcda5533> /
Applications/Affinity Publisher.app/Contents/
Frameworks/liblibkernel.dylib
 0x1a7d3b000 - 0x1a7d81fff libdispatch.dylib (*)
<93e1dcfc-ef56-3113-8e7c-1ba85266a93b> /usr/lib/
system/libdispatch.dylib
 0x1be1b8000 - 0x1be39ffff
com.apple.WebKitLegacy (17612) <4153af66-
abfa-3626-aed6-8f21542736f2> /System/Library/
Frameworks/WebKit.framework/Versions/A/Frameworks/
WebKitLegacy.framework/Versions/A/WebKitLegacy
 0x0 - 0xffffffffffffff ??? (*)
<00000000-0000-0000-0000-000000000000> ???

External Modification Summary:

Calls made by other processes targeting this process:

task_for_pid: 0
thread_create: 0
thread_set_state: 0

Calls made by this process:

task_for_pid: 0
thread_create: 0
thread_set_state: 0

Calls made by all processes on this machine:

task_for_pid: 0

thread_create: 0

thread_set_state: 0

VM Region Summary:

ReadOnly portion of Libraries: Total=1.9G

resident=0K(0%)

swapped_out_or_unallocated=1.9G(100%)

Writable regions: Total=9.8G written=0K(0%)

resident=0K(0%) swapped_out=0K(0%)

unallocated=9.8G(100%)

REGION TYPE	VIRTUAL REGION SIZE	COUNT (non- coalesced)
Accelerate framework	256K	2
Activity Tracing	256K	1
CG backing stores	960K	4
CG image	310.0M	3439
ColorSync	672K	29
CoreAnimation	68.6M	572
CoreGraphics	48K	3
CoreImage	256K	7
CoreUI image data	3408K	44
Foundation	48K	2
Image IO	4608K	1
JS JIT generated code	512.0M	3
Kernel Alloc Once	32K	1
MALLOC	8.1G	533
MALLOC guard page	288K	16
MALLOC_MEDIUM (reserved)	544.0M	8
reserved VM address space (unallocated)		
MALLOC_NANO (reserved)	128.0M	1

```

reserved VM address space (unallocated)
SQLite page cache          192K    3
STACK GUARD                56.5M   32
Stack                      24.5M   32
VM_ALLOCATE                944K    27
WebKit Malloc              160.0M   3
__AUTH                    2477K   292
__AUTH_CONST              18.9M   478
__DATA                    19.2M   525
__DATA_CONST              31.1M   534
__DATA_DIRTY              1689K   201
__FONT_DATA                4K      1
__LINKEDIT                904.8M  55
__OBJC_CONST              3271K   255
__OBJC_RO                 82.1M   1
__OBJC_RW                 3104K   1
__TEXT                    1.0G   552
__UNICODE                 588K    1
dyld private memory       1792K    3
libnetwork                1152K   16
mapped file               1.1G   734
shared memory             896K    16
=====
TOTAL                    13.0G  8428
TOTAL, minus reserved VM space 12.3G  8428

```

```

-----
Full Report
-----

```

```

{"app_name":"Affinity
Publisher","timestamp":"2022-03-09 20:59:45.00
+0100","app_version":"1.10.4","slice_uuid":"1380e44b-

```



```
6f66-35f0-
b306-4f109b11566e","adam_id":"881418622","build_v
ersion":"1197","platform":1,"bundleID":"com.seriflabs.aff
initypublisher","share_with_app_devs":0,"is_first_party"
:0,"bug_type":"309","os_version":"macOS 12.2.1
(21D62)","incident_id":"500C6588-1AE6-4D59-89E2-
FAD3DEC7CECD","name":"Affinity Publisher"}
{
  "uptime" : 79,
  "procLaunch" : "2022-03-09 20:58:33.1806 +0100",
  "procRole" : "Foreground",
  "version" : 2,
  "userID" : 502,
  "deployVersion" : 210,
  "modelCode" : "MacBookPro17,1",
  "procStartAbsTime" : 1164633647,
  "coalitionID" : 754,
  "osVersion" : {
    "train" : "macOS 12.2.1",
    "build" : "21D62",
    "releaseType" : "User"
  },
  "captureTime" : "2022-03-09 20:59:04.0929 +0100",
  "incident" : "500C6588-1AE6-4D59-89E2-
FAD3DEC7CECD",
  "bug_type" : "309",
  "pid" : 709,
  "procExitAbsTime" : 1906190248,
  "translated" : false,
  "cpuType" : "ARM-64",
  "procName" : "Affinity Publisher",
  "procPath" : "\Applications\Affinity Publisher.app\
Contents\MacOS\Affinity Publisher",
  "bundleInfo" :
{"CFBundleShortVersionString":"1.10.4","CFBundleVersi
```

```
on":"1197","CFBundleIdentifier":"com.seriflabs.affinitypublisher"},
  "storeInfo" : {"storeCohortMetadata":"10|
date=1637600400000&sf=143443&pgtp=Search&pgid
=osx&prpg=Genre_25210&ctxt=Search&issrch=1&impt
yp=lockup&kind=macSoftware&lngid=4","itemID":"881
418622","deviceIdForVendor":"84EFB800-
FCB0-51F5-
A7C3-96A3BAF11FD7","thirdParty":true,"softwareVersio
nExternalIdentifier":"844997868"},
  "parentProc" : "launchd",
  "parentPid" : 1,
  "coalitionName" : "com.seriflabs.affinitypublisher",
  "crashReporterKey" : "0FBD1018-
F0A8-24DC-124E-296FB04148C5",
  "sip" : "enabled",
  "vmRegionInfo" : "0x58 is not in any region. Bytes
before following region: 4305272744\n  REGION
TYPE          START - END      [ VSIZE] PRT\VMAX
SHRMOD REGION DETAIL\n  UNUSED SPACE AT
START\n---> \n  __TEXT
1009d4000-100a1c000 [ 288K] r-x\r-x
SM=COW ...ity Publisher",
  "isCorpse" : 1,
  "exception" : {"codes":"0x0000000000000001,
0x0000000000000058","rawCodes":
[1,88],"type":"EXC_BAD_ACCESS","signal":"SIGSEGV","
subtype":"KERN_INVALID_ADDRESS at
0x0000000000000058"},
  "termination" :
{"flags":0,"code":11,"namespace":"SIGNAL","indicator":
"Segmentation fault: 11","byProc":"exc
handler","byPid":709},
  "ktriageinfo" : "VM - Fault hit memory shortage\nVM -
Fault hit memory shortage\nVM - Fault hit memory
```

shortage\nVM - Fault hit memory shortage\nVM - Fault hit memory shortage\n",

"vmregioninfo" : "0x58 is not in any region. Bytes before following region: 4305272744\n REGION TYPE START - END [VSIZE] PRTVMAX SHRMOD REGION DETAIL\n UNUSED SPACE AT START\n---> \n __TEXT 1009d4000-100a1c000 [288K] r-x\r-x SM=COW ...ity Publisher",

"extMods" : {"caller": {"thread_create":0,"thread_set_state":0,"task_for_pid":0},"system": {"thread_create":0,"thread_set_state":0,"task_for_pid":0},"targeted": {"thread_create":0,"thread_set_state":0,"task_for_pid":0},"warnings":0}, "faultingThread" : 20, "threads" : [{"id":10426,"queue":"com.apple.main-thread","frames": [{"imageOffset":6484,"symbol":"mach_msg_trap","symbolLocation":8,"imageIndex":0}, {"imageOffset":7424,"symbol":"mach_msg","symbolLocation":76,"imageIndex":0}, {"imageOffset":544472,"symbol":"__CFRunLoopServiceMachPort","symbolLocation":372,"imageIndex":1}, {"imageOffset":537488,"symbol":"__CFRunLoopRun","symbolLocation":1212,"imageIndex":1}, {"imageOffset":534324,"symbol":"CFRunLoopRunSpecific","symbolLocation":600,"imageIndex":1}, {"imageOffset":208744,"symbol":"RunCurrentEventLoopInMode","symbolLocation":292,"imageIndex":2}, {"imageOffset":208092,"symbol":"ReceiveNextEventCommon","symbolLocation":552,"imageIndex":2}, {"imageOffset":207516,"symbol":"_BlockUntilNextEventMatchingListInModeWithFilter","symbolLocation":72,"im

```
ageIndex":2},
{"imageOffset":270336,"symbol": "_DPSNextEvent","symbolLocation":844,"imageIndex":3},
{"imageOffset":264356,"symbol": "-
[NSApplication(NSEvent)
_nextEventMatchingEventMask:untilDate:inMode:dequeue:]", "symbolLocation":1332,"imageIndex":3},
{"imageOffset":207284,"symbol": "-[NSApplication
run]", "symbolLocation":596,"imageIndex":3},
{"imageOffset":16520,"symbol": "NSApplicationMain", "symbolLocation":1064,"imageIndex":3},
{"imageOffset":20724,"symbol": "start", "symbolLocation":520,"imageIndex":4}]]], {"id":14555,"frames":
[{"imageOffset":8208,"symbol": "start_wqthread", "symbolLocation":0,"imageIndex":5}]], {"id":14556,"frames":
[{"imageOffset":8208,"symbol": "start_wqthread", "symbolLocation":0,"imageIndex":5}]],
{"id":14570,"name": "JavaScriptCore libpas
scavenger", "frames":
[{"imageOffset":20672,"symbol": " __psynch_cvwait", "symbolLocation":8,"imageIndex":0},
{"imageOffset":30728,"symbol": " _pthread_cond_wait", "symbolLocation":1228,"imageIndex":5},
{"imageOffset":18490340,"symbol": "scavenger_thread
_main", "symbolLocation":864,"imageIndex":6},
{"imageOffset":29248,"symbol": " _pthread_start", "symbolLocation":148,"imageIndex":5},
{"imageOffset":8228,"symbol": "thread_start", "symbolLocation":8,"imageIndex":5}]],
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Raster::Alpha8, Raster::NoHint,
Raster::Buffer<Raster::Cyan8, Raster::Magenta8,
Raster::Yellow8, Raster::Black8, Raster::Alpha8>,
Raster::Bitmap<Raster::Cyan8, Raster::Magenta8,
Raster::Yellow8, Raster::Black8, Raster::Alpha8>,
Raster::AllowDegraded<Raster::LowPriority<Raster::Cop
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```
y> >, Raster::IdentityMask, Raster::BilinearSampler,
Raster::AffineTransform, Raster::DynamicExtendMode,
Raster::NormalBlend>(Raster::Buffer<Raster::Cyan8,
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Raster::Magenta8, Raster::Yellow8, Raster::Black8,
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Raster::Black8, Raster::Alpha8, Raster::Alpha8,
Raster::X2, Raster::X3, Raster::X4, Raster::X5,
false>(std::__1::vector<AGG::rasterizer_scanline_aa<AG
G::rasterizer_sl_clip<AGG::ras_conv_dbl> >*,
std::__1::allocator<AGG::rasterizer_scanline_aa<AGG::ra
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Renderer::PixProcessor_CMYKA_Alpha,  
Renderer::RenderTargetBlenderCMYKA>::DrawPolyPoly  
gon(Kernel::Counted<Geometry::PolyPolygonType<dou  
ble> const>, float,  
Renderer::FillBlendMode::BlendMode,  
Renderer::BlendOptions const&,  
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Renderer::PixProcessor_CMYKA_Alpha,  
Renderer::RenderTargetBlenderCMYKA>::_DrawPolyCur  
ve(Kernel::Counted<Geometry::PolyCurveDbl const>,  
float, Renderer::FillBlendMode::BlendMode,  
Renderer::BlendOptions const&,  
Renderer::FillDescriptorConst const&,  
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Renderer::LineStyleDescriptorConst const&,  
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```
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Renderer::FillDescriptorConst const&,
Renderer::FillDescriptorConst const&,
Renderer::FillDescriptorConst const&,
Renderer::LineStyleDescriptorConst const&,
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Raster::Magenta8, Raster::Yellow8, Raster::Black8,
Raster::Alpha8, Raster::X1, Raster::X2, Raster::X3,
Raster::X4, Raster::X5,
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Raster::Magenta8, Raster::Yellow8, Raster::Black8,
Raster::Alpha8>, Raster::Bitmap<Raster::Cyan8,
Raster::Magenta8, Raster::Yellow8, Raster::Black8,
Raster::Alpha8>, Raster::LowPriority<Raster::Copy>,
Raster::IdentityMask, Raster::IdentitySampler,
Raster::IdentityTransform, Raster::Safe,
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Raster::Magenta8, Raster::Yellow8, Raster::Black8,
Raster::Alpha8, Raster::X1, Raster::X2, Raster::X3,
Raster::X4, Raster::X5,
NodeRenderingEngine<Raster::Cyan8,
Raster::Magenta8, Raster::Yellow8, Raster::Black8,
Raster::Alpha8>, Raster::Bitmap<Raster::Cyan8,
Raster::Magenta8, Raster::Yellow8, Raster::Black8,
Raster::Alpha8>, Raster::LowPriority<Raster::Copy>,
Raster::IdentityMask, Raster::IdentitySampler,
Raster::IdentityTransform, Raster::Safe,
Raster::NormalBlend>(NodeRenderingEngine<Raster::C
yan8, Raster::Magenta8, Raster::Yellow8,
Raster::Black8, Raster::Alpha8> const*,
Raster::Bitmap<Raster::Cyan8, Raster::Magenta8,
Raster::Yellow8, Raster::Black8, Raster::Alpha8>*,
Raster::LowPriority<Raster::Copy>&, Kernel::RectT<int>,
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Raster::IdentityTransform::Params const*,
Raster::IdentitySampler::Params const*,
Raster::NormalBlend::Params
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Raster::Magenta8, Raster::Yellow8, Raster::Black8,
Raster::Alpha8, Raster::X1, Raster::X2, Raster::X3,
Raster::X4, Raster::X5,
NodeRenderingEngine<Raster::Cyan8,
Raster::Magenta8, Raster::Yellow8, Raster::Black8,
Raster::Alpha8>, Raster::Bitmap<Raster::Cyan8,
Raster::Magenta8, Raster::Yellow8, Raster::Black8,
Raster::Alpha8>, Raster::LowPriority<Raster::Copy>,
Raster::IdentityMask, Raster::IdentitySampler,
Raster::IdentityTransform, Raster::Safe,
```

```
Raster::NormalBlend>(NodeRenderingEngine<Raster::Cyan8, Raster::Magenta8, Raster::Yellow8, Raster::Black8, Raster::Alpha8> const*, Raster::Bitmap<Raster::Cyan8, Raster::Magenta8, Raster::Yellow8, Raster::Black8, Raster::Alpha8>*, Raster::LowPriority<Raster::Copy>&, Kernel::RectT<int>, Raster::IdentityMask::Params const*, Raster::IdentityTransform::Params const*, Raster::IdentitySampler::Params const*, Raster::Safe::Params const*, Raster::NormalBlend::Params const*)","symbolLocation":172,"imageIndex":12}, {"imageOffset":78586412,"symbol":"void Raster::DynamicBase<DynamicNodeRenderingEngine>:ExecuteSourceHeterogenousNotMask<Raster::Cyan8, Raster::Magenta8, Raster::Yellow8, Raster::Black8, Raster::Alpha8, Raster::DynamicsAreDifferentFormatsButNotMasksHint, Raster::Bitmap<Raster::Cyan8, Raster::Magenta8, Raster::Yellow8, Raster::Black8, Raster::Alpha8>, DynamicNodeRenderingEngine, Raster::LowPriority<Raster::Copy>, Raster::IdentityMask, Raster::IdentitySampler, Raster::IdentityTransform, Raster::Safe, Raster::NormalBlend>(Raster::Bitmap<Raster::Cyan8, Raster::Magenta8, Raster::Yellow8, Raster::Black8, Raster::Alpha8>*, DynamicNodeRenderingEngine const*, Raster::LowPriority<Raster::Copy>::Params*, Raster::IdentityMask::Params const*, Raster::IdentityTransform::Params const*, Raster::IdentitySampler::Params const*, Raster::Safe::Params const*, Raster::NormalBlend::Params const*)","symbolLocation":2208,"imageIndex":12}, {"imageOffset":78417124,"symbol":"void
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```
Raster::Bitmap<Raster::Cyan8, Raster::Magenta8,
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Raster::Alpha8>::ExecuteDest<Raster::DynamicsAreDiff
erentFormatsButNotMasksHint,
Raster::Bitmap<Raster::Cyan8, Raster::Magenta8,
Raster::Yellow8, Raster::Black8, Raster::Alpha8>,
DynamicNodeRenderingEngine,
Raster::LowPriority<Raster::Copy>,
Raster::IdentityMask, Raster::IdentitySampler,
Raster::IdentityTransform, Raster::Safe,
Raster::NormalBlend>(Raster::Bitmap<Raster::Cyan8,
Raster::Magenta8, Raster::Yellow8, Raster::Black8,
Raster::Alpha8>*, DynamicNodeRenderingEngine
const*, Raster::LowPriority<Raster::Copy>::Params*,
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Raster::IdentitySampler::Params const*,
Raster::Safe::Params const*,
Raster::NormalBlend::Params
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Kernel::Counted<Raster::DynamicBitmap const>, int,
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Kernel::Dispatch::DispatchPriority,
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Kernel::Semaphore**,
Kernel::Counted<Kernel::Countable const>*, bool*)
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Raster::Magenta8, Raster::Yellow8, Raster::Black8,
Raster::Alpha8, Raster::X1, Raster::X2, Raster::X3,
```

Raster::X4, Raster::X5, Raster::Bitmap<Raster::Cyan8,
Raster::Magenta8, Raster::Yellow8, Raster::Black8,
Raster::Alpha8>, Raster::Bitmap<Raster::Cyan8,
Raster::Magenta8, Raster::Yellow8, Raster::Black8,
Raster::Alpha8>, Raster::Copy, Raster::IdentityMask,
Raster::MipmapSampler, Raster::ScaleTransform,
Raster::Repeat,
Raster::NormalBlend>(Raster::Bitmap<Raster::Cyan8,
Raster::Magenta8, Raster::Yellow8, Raster::Black8,
Raster::Alpha8> const*, Raster::Bitmap<Raster::Cyan8,
Raster::Magenta8, Raster::Yellow8, Raster::Black8,
Raster::Alpha8>*, Raster::Copy&, Kernel::RectT<int>,
Raster::IdentityMask::Params const*,
Raster::ScaleTransform::Params const*,
Raster::MipmapSampler::Params const*,
Raster::NormalBlend::Params
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Raster::Black8, Raster::Alpha8, Raster::Cyan8,
Raster::Magenta8, Raster::Yellow8, Raster::Black8,
Raster::Alpha8, Raster::X1, Raster::X2, Raster::X3,
Raster::X4, Raster::X5, Raster::Bitmap<Raster::Cyan8,
Raster::Magenta8, Raster::Yellow8, Raster::Black8,
Raster::Alpha8>, Raster::Bitmap<Raster::Cyan8,
Raster::Magenta8, Raster::Yellow8, Raster::Black8,
Raster::Alpha8>, Raster::Copy, Raster::IdentityMask,
Raster::MipmapSampler, Raster::ScaleTransform,
Raster::Repeat,
Raster::NormalBlend>(Raster::Bitmap<Raster::Cyan8,
Raster::Magenta8, Raster::Yellow8, Raster::Black8,
Raster::Alpha8>*, Raster::Bitmap<Raster::Cyan8,
Raster::Magenta8, Raster::Yellow8, Raster::Black8,
Raster::Alpha8> const*, Raster::Copy::Params*,

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Raster::ScaleTransform::Params const*,
Raster::MipmapSampler::Params const*,
Raster::Repeat::Params const*,
Raster::NormalBlend::Params
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Raster::Black8, Raster::Alpha8>::UpdateMipmaps(int,
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Raster::Bitmap<Raster::Cyan8, Raster::Magenta8,
Raster::Yellow8, Raster::Black8,
Raster::Alpha8>::ExecuteSourceMipmap<Raster::Cyan8
, Raster::Magenta8, Raster::Yellow8, Raster::Black8,
Raster::Alpha8, Raster::NoHint,
Raster::Buffer<Raster::Cyan8, Raster::Magenta8,
Raster::Yellow8, Raster::Black8, Raster::Alpha8>,
Raster::Bitmap<Raster::Cyan8, Raster::Magenta8,
Raster::Yellow8, Raster::Black8, Raster::Alpha8>,
Raster::AllowDegraded<Raster::LowPriority<Raster::Cop
y> >, Raster::IdentityMask, Raster::BilinearSampler,
Raster::AffineTransform, Raster::DynamicExtendMode,
Raster::NormalBlend>(Raster::Buffer<Raster::Cyan8,
Raster::Magenta8, Raster::Yellow8, Raster::Black8,
Raster::Alpha8>*, Raster::Bitmap<Raster::Cyan8,
Raster::Magenta8, Raster::Yellow8, Raster::Black8,
Raster::Alpha8> const*,
Raster::AllowDegraded<Raster::LowPriority<Raster::Cop
y> >::Params*, Raster::IdentityMask::Params const*,
Raster::AffineTransform::Params const*,
Raster::BilinearSampler::Params const*,
Raster::DynamicExtendMode::Params const*,
Raster::NormalBlend::Params
const*)" ,"symbolLocation":468,"imageIndex":11},
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```

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ble> const>, float,  
Renderer::FillBlendMode::BlendMode,  
Renderer::BlendOptions const&,  
Renderer::FillDescriptorConst const&,  
Renderer::FillDescriptorConst const&,  
Geometry::WindingOrderMode, bool,  
bool)","symbolLocation":8424,"imageIndex":11},  
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tmapRenderTarget<Raster::Cyan8, Raster::Magenta8,  
Raster::Yellow8, Raster::Black8, Raster::Alpha8,  
Renderer::PixProcessor_CMYKA,  
Renderer::PixProcessor_CMYKA_Alpha,  
Renderer::RenderTargetBlenderCMYKA>::_DrawPolyCur  
ve(Kernel::Counted<Geometry::PolyCurveDbl const>,  
float, Renderer::FillBlendMode::BlendMode,  
Renderer::BlendOptions const&,  
Renderer::FillDescriptorConst const&,  
Renderer::FillDescriptorConst const&,  
Renderer::FillDescriptorConst const&,  
Renderer::LineStyleDescriptorConst const&,  
Geometry::WindingOrderMode, bool,  
bool)","symbolLocation":1884,"imageIndex":11},  
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Renderer::BlendOptions const&,  
Renderer::FillDescriptorConst const&,  
Renderer::FillDescriptorConst const&,  
Renderer::FillDescriptorConst const&,  
Renderer::LineStyleDescriptorConst const&,  
Geometry::WindingOrderMode, bool,  
bool)","symbolLocation":228,"imageIndex":11},  
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Renderer::LineStyleDescriptorConst const&)
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, Node::NodeRenderOptions&)
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Node::NodeRenderOptions&)
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Node::NodeRenderOptions&)
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Node::NodeRenderOptions&,
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Renderer::FillDescriptorConst const&,
Renderer::LineStyleDescriptorConst const&)
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Node::NodeRenderOptions&,
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std::__1::allocator<Raster::AffineTransform::Params> >*)
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Node::NodeRenderOptions&)
const","symbolLocation":7144,"imageIndex":12},
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bool, Node::NodeRenderOptions&)
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Raster::Black8,
Raster::Alpha8>::ConstPixelAccessor<Raster::Safe,
Raster::IdentityTransform>::Read(Raster::Pixel<Raster::Cyan8, Raster::Magenta8, Raster::Yellow8,
Raster::Black8,
Raster::Alpha8>&)" , "symbolLocation":2268,"imageIndex":12}, {"imageOffset":78613284,"symbol":"void
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Raster::Black8, Raster::Alpha8, Raster::Cyan8,
Raster::Magenta8, Raster::Yellow8, Raster::Black8,
Raster::Alpha8, Raster::X1, Raster::X2, Raster::X3,
```



```
Raster::X4, Raster::X5,  
NodeRenderingEngine<Raster::Cyan8,  
Raster::Magenta8, Raster::Yellow8, Raster::Black8,  
Raster::Alpha8>, Raster::Bitmap<Raster::Cyan8,  
Raster::Magenta8, Raster::Yellow8, Raster::Black8,  
Raster::Alpha8>, Raster::LowPriority<Raster::Copy>,  
Raster::IdentityMask, Raster::IdentitySampler,  
Raster::IdentityTransform, Raster::Safe,  
Raster::NormalBlend>(NodeRenderingEngine<Raster::C  
yan8, Raster::Magenta8, Raster::Yellow8,  
Raster::Black8, Raster::Alpha8> const*,  
Raster::Bitmap<Raster::Cyan8, Raster::Magenta8,  
Raster::Yellow8, Raster::Black8, Raster::Alpha8>*,  
Raster::LowPriority<Raster::Copy>&, Kernel::RectT<int>,  
bool, Raster::IdentityMask::Params const*,  
Raster::IdentityTransform::Params const*,  
Raster::IdentitySampler::Params const*,  
Raster::NormalBlend::Params  
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Raster::Magenta8, Raster::Yellow8, Raster::Black8,  
Raster::Alpha8, Raster::X1, Raster::X2, Raster::X3,  
Raster::X4, Raster::X5,  
NodeRenderingEngine<Raster::Cyan8,  
Raster::Magenta8, Raster::Yellow8, Raster::Black8,  
Raster::Alpha8>, Raster::Bitmap<Raster::Cyan8,  
Raster::Magenta8, Raster::Yellow8, Raster::Black8,  
Raster::Alpha8>, Raster::LowPriority<Raster::Copy>,  
Raster::IdentityMask, Raster::IdentitySampler,  
Raster::IdentityTransform, Raster::Safe,  
Raster::NormalBlend>(void*, unsigned  
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int)","symbolLocation":192,"imageIndex":13},
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Kernel::Dispatch::ThreadPurpose,
int)","symbolLocation":420,"imageIndex":13},
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er::Cyan8, Raster::Magenta8, Raster::Yellow8,
Raster::Black8, Raster::Alpha8, Raster::Cyan8,
Raster::Magenta8, Raster::Yellow8, Raster::Black8,
Raster::Alpha8, Raster::X1, Raster::X2, Raster::X3,
Raster::X4, Raster::X5,
NodeRenderingEngine<Raster::Cyan8,
Raster::Magenta8, Raster::Yellow8, Raster::Black8,
Raster::Alpha8>, Raster::Bitmap<Raster::Cyan8,
Raster::Magenta8, Raster::Yellow8, Raster::Black8,
Raster::Alpha8>, Raster::LowPriority<Raster::Copy>,
Raster::IdentityMask, Raster::IdentitySampler,
Raster::IdentityTransform, Raster::Safe,
Raster::NormalBlend>(NodeRenderingEngine<Raster::C
yan8, Raster::Magenta8, Raster::Yellow8,
Raster::Black8, Raster::Alpha8> const*,
Raster::Bitmap<Raster::Cyan8, Raster::Magenta8,
```

```
Raster::Yellow8, Raster::Black8, Raster::Alpha8>*,
Raster::LowPriority<Raster::Copy>&, Kernel::RectT<int>,
Raster::IdentityMask::Params const*,
Raster::IdentityTransform::Params const*,
Raster::IdentitySampler::Params const*,
Raster::NormalBlend::Params
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Raster::Cyan8, Raster::Magenta8, Raster::Yellow8,
Raster::Black8, Raster::Alpha8, Raster::Cyan8,
Raster::Magenta8, Raster::Yellow8, Raster::Black8,
Raster::Alpha8, Raster::X1, Raster::X2, Raster::X3,
Raster::X4, Raster::X5,
NodeRenderingEngine<Raster::Cyan8,
Raster::Magenta8, Raster::Yellow8, Raster::Black8,
Raster::Alpha8>, Raster::Bitmap<Raster::Cyan8,
Raster::Magenta8, Raster::Yellow8, Raster::Black8,
Raster::Alpha8>, Raster::LowPriority<Raster::Copy>,
Raster::IdentityMask, Raster::IdentitySampler,
Raster::IdentityTransform, Raster::Safe,
Raster::NormalBlend>(NodeRenderingEngine<Raster::C
yan8, Raster::Magenta8, Raster::Yellow8,
Raster::Black8, Raster::Alpha8> const*,
Raster::Bitmap<Raster::Cyan8, Raster::Magenta8,
Raster::Yellow8, Raster::Black8, Raster::Alpha8>*,
Raster::LowPriority<Raster::Copy>&, Kernel::RectT<int>,
Raster::IdentityMask::Params const*,
Raster::IdentityTransform::Params const*,
Raster::IdentitySampler::Params const*,
Raster::Safe::Params const*,
Raster::NormalBlend::Params
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:ExecuteSourceHeterogenousNotMask<Raster::Cyan8,
Raster::Magenta8, Raster::Yellow8, Raster::Black8,
Raster::Alpha8,
Raster::DynamicsAreDifferentFormatsButNotMasksHint,
Raster::Bitmap<Raster::Cyan8, Raster::Magenta8,
Raster::Yellow8, Raster::Black8, Raster::Alpha8>,
DynamicNodeRenderingEngine,
Raster::LowPriority<Raster::Copy>,
Raster::IdentityMask, Raster::IdentitySampler,
Raster::IdentityTransform, Raster::Safe,
Raster::NormalBlend>(Raster::Bitmap<Raster::Cyan8,
Raster::Magenta8, Raster::Yellow8, Raster::Black8,
Raster::Alpha8>*, DynamicNodeRenderingEngine
const*, Raster::LowPriority<Raster::Copy>::Params*,
Raster::IdentityMask::Params const*,
Raster::IdentityTransform::Params const*,
Raster::IdentitySampler::Params const*,
Raster::Safe::Params const*,
Raster::NormalBlend::Params
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Raster::Yellow8, Raster::Black8,
Raster::Alpha8>::ExecuteDest<Raster::DynamicsAreDiff
erentFormatsButNotMasksHint,
Raster::Bitmap<Raster::Cyan8, Raster::Magenta8,
Raster::Yellow8, Raster::Black8, Raster::Alpha8>,
DynamicNodeRenderingEngine,
Raster::LowPriority<Raster::Copy>,
Raster::IdentityMask, Raster::IdentitySampler,
Raster::IdentityTransform, Raster::Safe,
Raster::NormalBlend>(Raster::Bitmap<Raster::Cyan8,
Raster::Magenta8, Raster::Yellow8, Raster::Black8,
Raster::Alpha8>*, DynamicNodeRenderingEngine
const*, Raster::LowPriority<Raster::Copy>::Params*,
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Raster::IdentityTransform::Params const*,
Raster::IdentitySampler::Params const*,
Raster::Safe::Params const*,
Raster::NormalBlend::Params
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CacheBitmapCommand::GenerateCache(Kernel::JailCo
unted<SpreadNode>,
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bool, double&,
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CacheBitmapCommand::UpdateSpread(UpdateDocume
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Kernel::Dispatch::DispatchPriority,
Kernel::Dispatch::ThreadPurpose,
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Stream::ReadBlock(void*, unsigned
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*, unsigned
long)","symbolLocation":264,"imageIndex":13},
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Kernel::InStream&,
Kernel::FileStore&)","symbolLocation":80,"imageIndex":
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Kernel::Archive::FileRevision const&
const)","symbolLocation":176,"imageIndex":13},
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const)","symbolLocation":44,"imageIndex":10},
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onstBuffer()
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Raster::Black8,
Raster::Alpha8>::GetNonZeroBoundingBox(bool*)
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Raster::Black8,
Raster::Alpha8>::RetainHardwareBuffer(void*, int, bool,
bool, Kernel::RectT<int>*, Kernel::Interlocked**,
Kernel::Semaphore**, Kernel::Interlocked**,
Kernel::Semaphore**,
Kernel::Counted<Kernel::Countable const>*, bool*)
const", "symbolLocation":576,"imageIndex":10},
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Raster::Magenta8, Raster::Yellow8, Raster::Black8,
Raster::Alpha8, Raster::X1, Raster::X2, Raster::X3,
Raster::X4, Raster::X5, Raster::Bitmap<Raster::Cyan8,
Raster::Magenta8, Raster::Yellow8, Raster::Black8,
Raster::Alpha8>, Raster::Bitmap<Raster::Cyan8,
Raster::Magenta8, Raster::Yellow8, Raster::Black8,
Raster::Alpha8>, Raster::Copy, Raster::IdentityMask,

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Raster::MipmapSampler, Raster::ScaleTransform,
Raster::Repeat,
Raster::NormalBlend>(Raster::Bitmap<Raster::Cyan8,
Raster::Magenta8, Raster::Yellow8, Raster::Black8,
Raster::Alpha8> const*, Raster::Bitmap<Raster::Cyan8,
Raster::Magenta8, Raster::Yellow8, Raster::Black8,
Raster::Alpha8>*, Raster::Copy&, Kernel::RectT<int>,
Raster::IdentityMask::Params const*,
Raster::ScaleTransform::Params const*,
Raster::MipmapSampler::Params const*,
Raster::NormalBlend::Params
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Raster::Black8, Raster::Alpha8, Raster::Cyan8,
Raster::Magenta8, Raster::Yellow8, Raster::Black8,
Raster::Alpha8, Raster::X1, Raster::X2, Raster::X3,
Raster::X4, Raster::X5, Raster::Bitmap<Raster::Cyan8,
Raster::Magenta8, Raster::Yellow8, Raster::Black8,
Raster::Alpha8>, Raster::Bitmap<Raster::Cyan8,
Raster::Magenta8, Raster::Yellow8, Raster::Black8,
Raster::Alpha8>, Raster::Copy, Raster::IdentityMask,
Raster::MipmapSampler, Raster::ScaleTransform,
Raster::Repeat,
Raster::NormalBlend>(Raster::Bitmap<Raster::Cyan8,
Raster::Magenta8, Raster::Yellow8, Raster::Black8,
Raster::Alpha8>*, Raster::Bitmap<Raster::Cyan8,
Raster::Magenta8, Raster::Yellow8, Raster::Black8,
Raster::Alpha8> const*, Raster::Copy::Params*,
Raster::IdentityMask::Params const*,
Raster::ScaleTransform::Params const*,
Raster::MipmapSampler::Params const*,
Raster::Repeat::Params const*,
Raster::NormalBlend::Params


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Renderer::PixProcessor_CMYKA_Alpha,
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gon(Kernel::Counted<Geometry::PolyPolygonType<dou
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Renderer::RenderTargetBlenderCMYKA>::_DrawPolyCur
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Renderer::BlendOptions const&,
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Raster::Magenta8, Raster::Yellow8, Raster::Black8,
Raster::Alpha8, Raster::X1, Raster::X2, Raster::X3,
Raster::X4, Raster::X5,
NodeRenderingEngine<Raster::Cyan8,
Raster::Magenta8, Raster::Yellow8, Raster::Black8,
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Raster::Magenta8, Raster::Yellow8, Raster::Black8,
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```
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Raster::IdentityTransform, Raster::Safe,
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Raster::Yellow8, Raster::Black8, Raster::Alpha8>*,
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Raster::Alpha8, Raster::X1, Raster::X2, Raster::X3,
Raster::X4, Raster::X5,
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Raster::Magenta8, Raster::Yellow8, Raster::Black8,
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Raster::Alpha8, Raster::X1, Raster::X2, Raster::X3,
Raster::X4, Raster::X5,
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Raster::Magenta8, Raster::Yellow8, Raster::Black8,
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Raster::Magenta8, Raster::Yellow8, Raster::Black8,
Raster::Alpha8>, Raster::LowPriority<Raster::Copy>,
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Raster::IdentityTransform, Raster::Safe,
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Raster::Yellow8, Raster::Black8, Raster::Alpha8>*,
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Raster::Alpha8, Raster::X1, Raster::X2, Raster::X3,
Raster::X4, Raster::X5,
NodeRenderingEngine<Raster::Cyan8,
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Raster::IdentityTransform, Raster::Safe,
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Raster::LowPriority<Raster::Copy>&, Kernel::RectT<int>,
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Raster::IdentitySampler::Params const*,
Raster::Safe::Params const*,
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```
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Renderer::PixProcessor_CMYKA_Alpha,
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Renderer::RenderTargetBlenderCMYKA>::DrawPolyPoly
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Renderer::BlendOptions const&,
Renderer::FillDescriptorConst const&,
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Renderer::PixProcessor_CMYKA_Alpha,
Renderer::RenderTargetBlenderCMYKA>::_DrawPolyCur
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Renderer::BlendOptions const&,
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Raster::Magenta8, Raster::Yellow8, Raster::Black8,
Raster::Alpha8, Raster::X1, Raster::X2, Raster::X3,
Raster::X4, Raster::X5,
NodeRenderingEngine<Raster::Cyan8,
Raster::Magenta8, Raster::Yellow8, Raster::Black8,
Raster::Alpha8>, Raster::Bitmap<Raster::Cyan8,
Raster::Magenta8, Raster::Yellow8, Raster::Black8,
Raster::Alpha8>, Raster::LowPriority<Raster::Copy>,
Raster::IdentityMask, Raster::IdentitySampler,
Raster::IdentityTransform, Raster::Safe,
Raster::NormalBlend>(NodeRenderingEngine<Raster::C
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Raster::Black8, Raster::Alpha8> const*,
Raster::Bitmap<Raster::Cyan8, Raster::Magenta8,
Raster::Yellow8, Raster::Black8, Raster::Alpha8>*,
Raster::LowPriority<Raster::Copy>&, Kernel::RectT<int>,
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Raster::IdentityTransform::Params const*,
Raster::IdentitySampler::Params const*,
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Raster::Magenta8, Raster::Yellow8, Raster::Black8,
Raster::Alpha8, Raster::X1, Raster::X2, Raster::X3,
Raster::X4, Raster::X5,
NodeRenderingEngine<Raster::Cyan8,
Raster::Magenta8, Raster::Yellow8, Raster::Black8,
Raster::Alpha8>, Raster::Bitmap<Raster::Cyan8,
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Raster::Magenta8, Raster::Yellow8, Raster::Black8,
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Raster::IdentityMask, Raster::IdentitySampler,
Raster::IdentityTransform, Raster::Safe,
Raster::NormalBlend>(void*, unsigned
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Kernel::Dispatch::ThreadPurpose,
int)","symbolLocation":192,"imageIndex":13},
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Raster::Black8,
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Raster::Magenta8, Raster::Yellow8, Raster::Black8,
Raster::Alpha8, Raster::X1, Raster::X2, Raster::X3,
Raster::X4, Raster::X5, Raster::Bitmap<Raster::Cyan8,
Raster::Magenta8, Raster::Yellow8, Raster::Black8,
Raster::Alpha8>, Raster::Bitmap<Raster::Cyan8,
Raster::Magenta8, Raster::Yellow8, Raster::Black8,
Raster::Alpha8>, Raster::Copy, Raster::IdentityMask,
Raster::MipmapSampler, Raster::ScaleTransform,
Raster::Repeat,
Raster::NormalBlend>(Raster::Bitmap<Raster::Cyan8,
Raster::Magenta8, Raster::Yellow8, Raster::Black8,
Raster::Alpha8> const*, Raster::Bitmap<Raster::Cyan8,
Raster::Magenta8, Raster::Yellow8, Raster::Black8,
Raster::Alpha8>*, Raster::Copy&, Kernel::RectT<int>,
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Raster::ScaleTransform::Params const*,
Raster::MipmapSampler::Params const*,
Raster::NormalBlend::Params
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Raster::Black8, Raster::Alpha8, Raster::Cyan8,
Raster::Magenta8, Raster::Yellow8, Raster::Black8,
Raster::Alpha8, Raster::X1, Raster::X2, Raster::X3,
Raster::X4, Raster::X5, Raster::Bitmap<Raster::Cyan8,
Raster::Magenta8, Raster::Yellow8, Raster::Black8,
Raster::Alpha8>, Raster::Bitmap<Raster::Cyan8,
Raster::Magenta8, Raster::Yellow8, Raster::Black8,
Raster::Alpha8>, Raster::Copy, Raster::IdentityMask,
Raster::MipmapSampler, Raster::ScaleTransform,
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Raster::NormalBlend>(Raster::Bitmap<Raster::Cyan8,
Raster::Magenta8, Raster::Yellow8, Raster::Black8,
Raster::Alpha8>*, Raster::Bitmap<Raster::Cyan8,
Raster::Magenta8, Raster::Yellow8, Raster::Black8,
Raster::Alpha8> const*, Raster::Copy::Params*,
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Raster::ScaleTransform::Params const*,
Raster::MipmapSampler::Params const*,
Raster::Repeat::Params const*,
Raster::NormalBlend::Params
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Raster::Black8, Raster::Alpha8>::UpdateMipmaps(int,
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Raster::Yellow8, Raster::Black8,
Raster::Alpha8>::ExecuteSourceMipmap<Raster::Cyan8
, Raster::Magenta8, Raster::Yellow8, Raster::Black8,
Raster::Alpha8, Raster::NoHint,
Raster::Buffer<Raster::Cyan8, Raster::Magenta8,
Raster::Yellow8, Raster::Black8, Raster::Alpha8>,
Raster::Bitmap<Raster::Cyan8, Raster::Magenta8,
Raster::Yellow8, Raster::Black8, Raster::Alpha8>,
Raster::AllowDegraded<Raster::LowPriority<Raster::Cop
y> >, Raster::IdentityMask, Raster::BilinearSampler,
Raster::AffineTransform, Raster::DynamicExtendMode,
Raster::NormalBlend>(Raster::Buffer<Raster::Cyan8,
Raster::Magenta8, Raster::Yellow8, Raster::Black8,
Raster::Alpha8>*, Raster::Bitmap<Raster::Cyan8,
Raster::Magenta8, Raster::Yellow8, Raster::Black8,
Raster::Alpha8> const*,
Raster::AllowDegraded<Raster::LowPriority<Raster::Cop

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y> >::Params*, Raster::IdentityMask::Params const*,
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Raster::BilinearSampler::Params const*,
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Raster::NormalBlend::Params
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Raster::Alpha8, Raster::Cyan8, Raster::Magenta8,
Raster::Yellow8, Raster::Black8, Raster::Alpha8,
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bool*)", "symbolLocation":1024,"imageIndex":11},
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Raster::Black8, Raster::Alpha8, Raster::Alpha8,
Raster::X2, Raster::X3, Raster::X4, Raster::X5,
false>(std::__1::vector<AGG::rasterizer_scanline_aa<AG
G::rasterizer_sl_clip<AGG::ras_conv_dbl> >*,
std::__1::allocator<AGG::rasterizer_scanline_aa<AGG::ra
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Kernel::RectT<int>, bool*, bool, bool,
bool)", "symbolLocation":652,"imageIndex":11},
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Raster::Yellow8, Raster::Black8, Raster::Alpha8,
Renderer::PixProcessor_CMYKA,
Renderer::PixProcessor_CMYKA_Alpha,
Renderer::RenderTargetBlenderCMYKA>::RasterizePoly
Polygon(Geometry::PolyPolygonType<double> const&,
Geometry::WindingOrderMode, bool,
bool)", "symbolLocation":308,"imageIndex":11},
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Renderer::PixProcessor_CMYKA_Alpha,
Renderer::RenderTargetBlenderCMYKA>::DrawPolyPoly
gon(Kernel::Counted<Geometry::PolyPolygonType<dou
ble> const>, float,
Renderer::FillBlendMode::BlendMode,
Renderer::BlendOptions const&,
Renderer::FillDescriptorConst const&,
Renderer::FillDescriptorConst const&,
Geometry::WindingOrderMode, bool,
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Raster::Yellow8, Raster::Black8, Raster::Alpha8,
Renderer::PixProcessor_CMYKA,
Renderer::PixProcessor_CMYKA_Alpha,
Renderer::RenderTargetBlenderCMYKA>::_DrawPolyCur
ve(Kernel::Counted<Geometry::PolyCurveDbl const>,
float, Renderer::FillBlendMode::BlendMode,
Renderer::BlendOptions const&,
Renderer::FillDescriptorConst const&,
Renderer::FillDescriptorConst const&,
Renderer::FillDescriptorConst const&,
Renderer::LineStyleDescriptorConst const&,
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Renderer::LineStyleDescriptorConst const&)
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Node::NodeRenderOptions&)
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Raster::Magenta8, Raster::Yellow8, Raster::Black8,
Raster::Alpha8, Raster::X1, Raster::X2, Raster::X3,
Raster::X4, Raster::X5,
NodeRenderingEngine<Raster::Cyan8,
Raster::Magenta8, Raster::Yellow8, Raster::Black8,
Raster::Alpha8>, Raster::Bitmap<Raster::Cyan8,
Raster::Magenta8, Raster::Yellow8, Raster::Black8,
Raster::Alpha8>, Raster::LowPriority<Raster::Copy>,
Raster::IdentityMask, Raster::IdentitySampler,
Raster::IdentityTransform, Raster::Safe,
Raster::NormalBlend>(NodeRenderingEngine<Raster::C
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Raster::Black8, Raster::Alpha8> const*,
Raster::Bitmap<Raster::Cyan8, Raster::Magenta8,
Raster::Yellow8, Raster::Black8, Raster::Alpha8>*,
Raster::LowPriority<Raster::Copy>&, Kernel::RectT<int>,
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Raster::IdentitySampler::Params const*,
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Raster::Black8, Raster::Alpha8, Raster::Cyan8,
Raster::Magenta8, Raster::Yellow8, Raster::Black8,
Raster::Alpha8, Raster::X1, Raster::X2, Raster::X3,
Raster::X4, Raster::X5,
NodeRenderingEngine<Raster::Cyan8,
Raster::Magenta8, Raster::Yellow8, Raster::Black8,
Raster::Alpha8>, Raster::Bitmap<Raster::Cyan8,
```

Raster::Magenta8, Raster::Yellow8, Raster::Black8,
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Raster::IdentityMask, Raster::IdentitySampler,
Raster::IdentityTransform, Raster::Safe,
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Kernel::Dispatch::ThreadPurpose,
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Raster::Yellow8, Raster::Black8,  
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, Raster::Magenta8, Raster::Yellow8, Raster::Black8,  
Raster::Alpha8, Raster::NoHint,  
Raster::Buffer<Raster::Cyan8, Raster::Magenta8,  
Raster::Yellow8, Raster::Black8, Raster::Alpha8>,  
Raster::Bitmap<Raster::Cyan8, Raster::Magenta8,  
Raster::Yellow8, Raster::Black8, Raster::Alpha8>,  
Raster::AllowDegraded<Raster::LowPriority<Raster::Cop  
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Raster::AffineTransform, Raster::DynamicExtendMode,  
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Raster::Magenta8, Raster::Yellow8, Raster::Black8,  
Raster::Alpha8>*, Raster::Bitmap<Raster::Cyan8,  
Raster::Magenta8, Raster::Yellow8, Raster::Black8,  
Raster::Alpha8> const*,  
Raster::AllowDegraded<Raster::LowPriority<Raster::Cop  
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Raster::AffineTransform::Params const*,  
Raster::BilinearSampler::Params const*,  
Raster::DynamicExtendMode::Params const*,  
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Raster::Alpha8, Raster::Cyan8, Raster::Magenta8,  
Raster::Yellow8, Raster::Black8, Raster::Alpha8,  
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false>(std::__1::vector<AGG::rasterizer_scanline_aa<AGG::rasterizer_sl_clip<AGG::ras_conv_dbl> >*,
std::__1::allocator<AGG::rasterizer_scanline_aa<AGG::rasterizer_sl_clip<AGG::ras_conv_dbl> >*> >&,
Kernel::RectT<int>, bool*, bool, bool,
bool)" ,"symbolLocation":652,"imageIndex":11},
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Raster::Yellow8, Raster::Black8, Raster::Alpha8,
Renderer::PixProcessor_CMYKA,
Renderer::PixProcessor_CMYKA_Alpha,
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Geometry::WindingOrderMode, bool,
bool)" ,"symbolLocation":308,"imageIndex":11},
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Raster::Yellow8, Raster::Black8, Raster::Alpha8,
Renderer::PixProcessor_CMYKA,
Renderer::PixProcessor_CMYKA_Alpha,
Renderer::RenderTargetBlenderCMYKA>::DrawPolygon(Kernel::Counted<Geometry::PolyPolygonType<double> const>, float,
Renderer::FillBlendMode::BlendMode,
Renderer::BlendOptions const&,
Renderer::FillDescriptorConst const&,
Renderer::FillDescriptorConst const&,
Geometry::WindingOrderMode, bool,
bool)" ,"symbolLocation":8424,"imageIndex":11},
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Raster::Black8,
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Raster::Magenta8, Raster::Yellow8, Raster::Black8,
Raster::Alpha8, Raster::X1, Raster::X2, Raster::X3,
Raster::X4, Raster::X5,
NodeRenderingEngine<Raster::Cyan8,
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Raster::Magenta8, Raster::Yellow8, Raster::Black8,
Raster::Alpha8>, Raster::LowPriority<Raster::Copy>,
Raster::IdentityMask, Raster::IdentitySampler,
```

```
Raster::IdentityTransform, Raster::Safe,
Raster::NormalBlend>(NodeRenderingEngine<Raster::C
yan8, Raster::Magenta8, Raster::Yellow8,
Raster::Black8, Raster::Alpha8> const*,
Raster::Bitmap<Raster::Cyan8, Raster::Magenta8,
Raster::Yellow8, Raster::Black8, Raster::Alpha8>*,
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Raster::X4, Raster::X5,
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WebKit.framework\Versions\A\Frameworks\
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"vmSummary" : "ReadOnly portion of Libraries:
Total=1.9G resident=0K(0%)
swapped_out_or_unallocated=1.9G(100%)\nWritable
regions: Total=9.8G written=0K(0%) resident=0K(0%)
swapped_out=0K(0%) unallocated=9.8G(100%)\n\n
VIRTUAL REGION \nREGION TYPE          SIZE
COUNT (non-coalesced) \n=====
===== \nAccelerate framework
256K      2 \nActivity Tracing          256K      1
\nCG backing stores          960K      4 \nCG image
310.0M   3439 \nColorSync              672K     29
\nCoreAnimation              68.6M    572
\nCoreGraphics                48K      3 \nCoreImage
256K      7 \nCoreUI image data            3408K    44
\nFoundation                  48K      2 \nImage IO
4608K     1 \nJS JIT generated code        512.0M
3 \nKernel Alloc Once          32K      1 \nMALLOC
8.1G    533 \nMALLOC guard page        288K
16 \nMALLOC_MEDIUM (reserved)    544.0M    8
reserved VM address space (unallocated)
\nMALLOC_NANO (reserved)       128.0M    1
reserved VM address space (unallocated)\nSQLite page
cache          192K     3 \nSTACK GUARD
56.5M    32 \nStack                24.5M    32
\nVM_ALLOCATE                944K    27 \nWebKit
Malloc         160.0M    3 \n__AUTH
2477K    292 \n__AUTH_CONST              18.9M
478 \n__DATA                19.2M    525
\n__DATA_CONST              31.1M    534
\n__DATA_DIRTY              1689K    201
\n__FONT_DATA                4K      1 \n__LINKEDIT
904.8M    55 \n__OBJC_CONST            3271K
255 \n__OBJC_RO              82.1M    1
\n__OBJC_RW                 3104K    1 \n__TEXT
1.0G    552 \n__UNICODE              588K    1

```

```

\ndyld private memory          1792K    3 \nlibnetwork
1152K    16 \nmapped file          1.1G    734
\nshared memory                896K    16
\n=====
\nTOTAL                        13.0G   8428 \nTOTAL, minus
reserved VM space  12.3G   8428 \n",
  "legacyInfo" : {
    "threadTriggered" : {
      "queue" : "com.apple.root.utility-qos"
    }
  },
  "trialInfo" : {
    "rollouts" : [
      {
        "rolloutId" : "60da5e84ab0ca017dace9abf",
        "factorPacks" : {

        },
        "deploymentId" : 240000008
      },
      {
        "rolloutId" : "607844aa04477260f58a8077",
        "factorPacks" : {
          "SIRI_MORPHUN_ASSETS" :
"6103050cbfe6dc472e1c982a"
        },
        "deploymentId" : 240000066
      },
      {
        "rolloutId" : "602ad4dac86151000cf27e46",
        "factorPacks" : {
          "SIRI_DICTATION_ASSETS" :
"61fb0e87c773c43cde3bb80e"
        },
        "deploymentId" : 240000303
      }
    ]
  }
}

```

```
    },
    {
      "rolloutId" : "601d9415f79519000ccd4b69",
      "factorPackIds" : {
        "SIRI_TEXT_TO_SPEECH" :
"621d4d11f441df278b2334c9"
      },
      "deploymentId" : 240000406
    },
    {
      "rolloutId" : "5fc94383418129005b4e9ae0",
      "factorPackIds" : {

      },
      "deploymentId" : 240000263
    },
    {
      "rolloutId" : "5ffde50ce2aacd000d47a95f",
      "factorPackIds" : {

      },
      "deploymentId" : 240000119
    },
    {
      "rolloutId" : "60356660bbe37970735c5624",
      "factorPackIds" : {

      },
      "deploymentId" : 240000027
    }
  ],
  "experiments" : [

  ]
}
```

}

Model: MacBookPro17,1, BootROM 7429.81.3, proc 8:4:4 processors, 16 GB, SMC

Graphics: Apple M1, Apple M1, Built-In

Display: P27-8 TS Pro, 2560 x 1440 (QHD/WQHD - Wide Quad High Definition), Main, MirrorOff, Online

Display: Color LCD, 2560 x 1600 Retina, MirrorOff, Online

Memory Module: LPDDR4

AirPort: Wi-Fi, wl0: Oct 26 2021 16:10:41 version 18.20.310.15.7.8.120 FWID 01-5d6c3867

Bluetooth: Version (null), 0 services, 0 devices, 0 incoming serial ports

Network Service: AX88179 USB 3.0 to Gigabit Ethernet, Ethernet, en8

Network Service: Wi-Fi, AirPort, en0

USB Device: USB31Bus

USB Device: USB3.0 Hub

USB Device: USB3.0 Hub

USB Device: USB3.0 Hub

USB Device: USB3.0 Card Reader

USB Device: My Passport 25E9

USB Device: USB 10/100/1000 LAN

USB Device: USB2.0 Hub

USB Device: USB2.0 Hub

USB Device: USB2.0 Hub

USB Device: USB Optical Mouse

USB Device: USB Optical Mouse

USB Device: USB 2.0 BILLBOARD

USB Device: USB31Bus

Thunderbolt Bus: MacBook Pro, Apple Inc.

Thunderbolt Bus: MacBook Pro, Apple Inc.