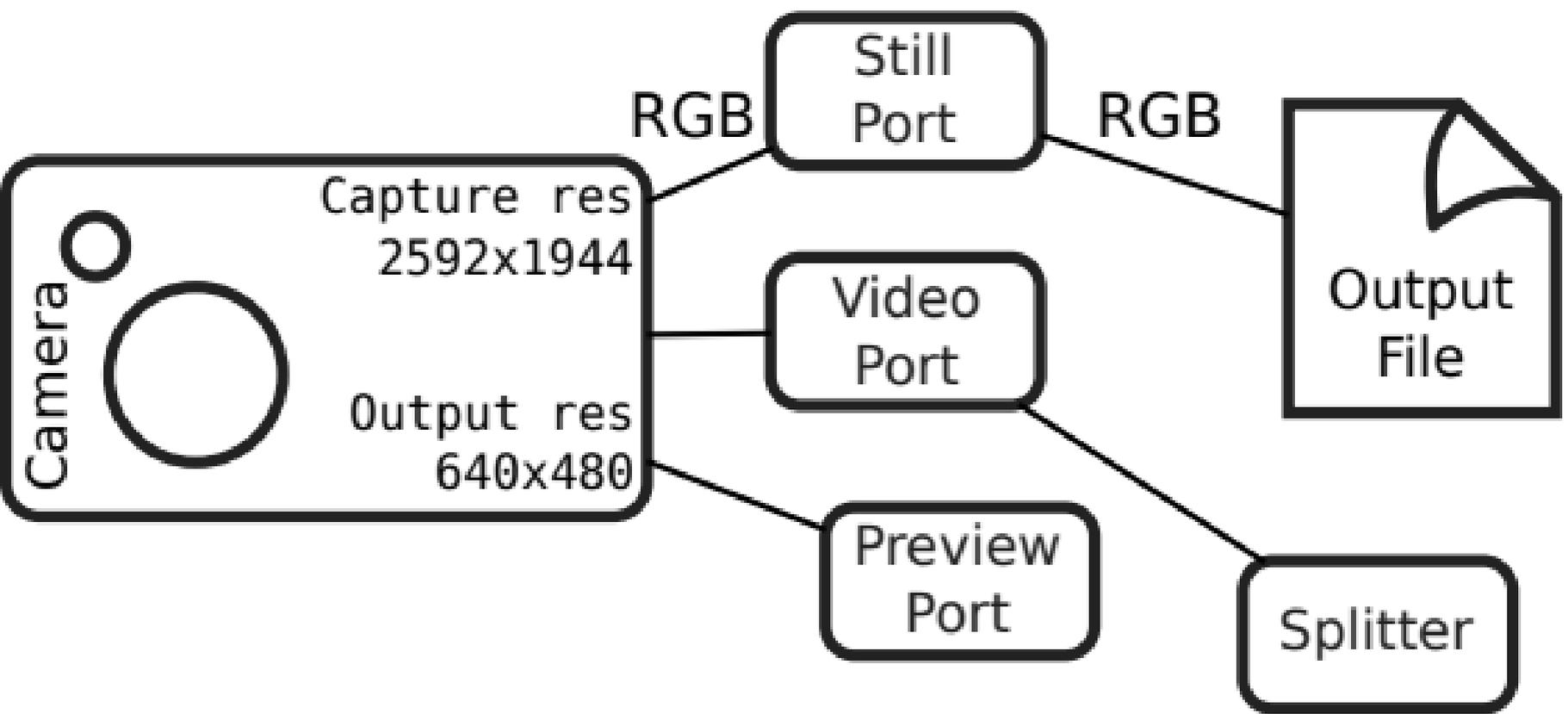


During RGB still-port capture



During RGB video-port capture

