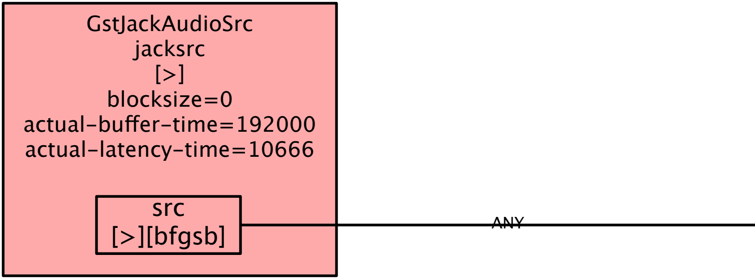
GstJackAudioSrc
jacksrc
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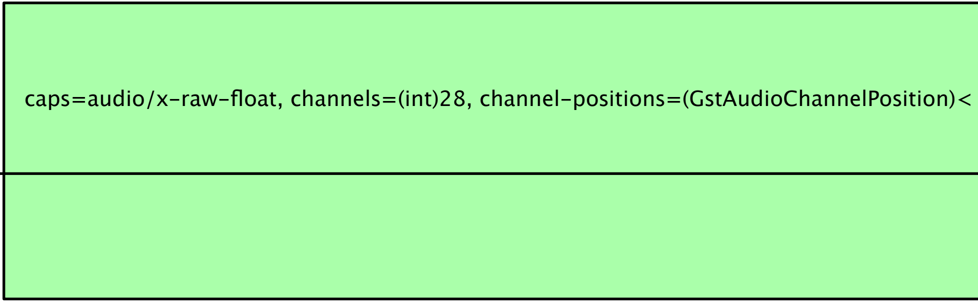
[>][bfgsb]
ANY



caps=audio/x-raw-float, channels=(int)28, channel-positions=(GstAudioChannelPosition)<

GST_AUDIO_CHANNEL_POSITION_NONE, GST_AUDIO_CHANNEL_POSITION_NONE,

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| GST_AUDIO_CHANNEL_POSITION_NONE, GST_AUDIO_CHANNEL_POSITION_NONE, |
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GST_AUDIO_CHANNEL_POSITION_NONE, GST_AUDIO_CHANNEL_POSITION_NONE,

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| GST_AUDIO_CHANNEL_POSITION_NONE, GST_AUDIO_CHANNEL_POSITION_NONE, |
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GST_AUDIO_CHANNEL_POSITION_NONE, GST_AUDIO_CHANNEL_POSITION_NONE, GST_
                                                         audio/x-raw-float
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                                                                   rate: 48000
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                                                           channel-positions: < GST
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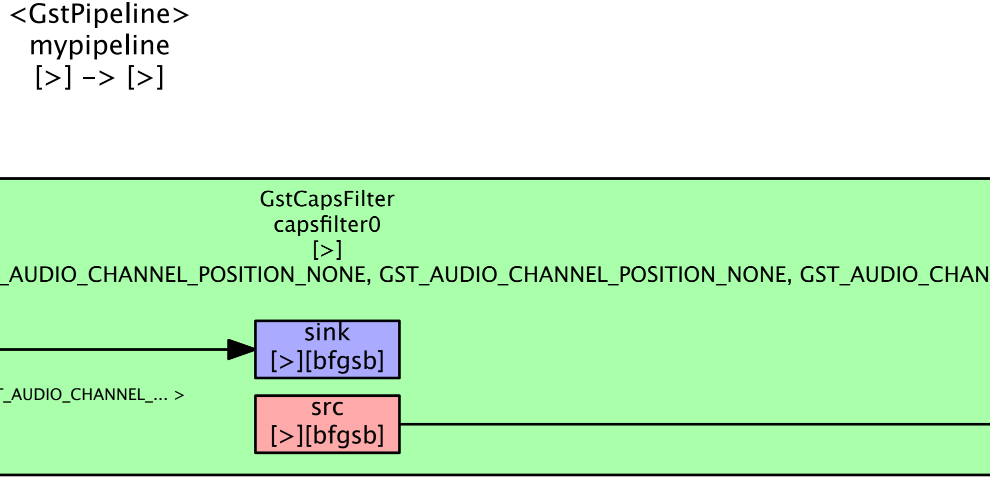
<GstPipeline>
mypipeline
[>] -> [>]
GstCapsFilter
capsfilter0
[>]
_AUDIO_CHANNEL_POSITION_NONE, GST_AUDIO_CHANNEL_POSITION_NONE, GST_AUDIO_CHAN
sink
[>][bfgsb]
T_AUDIO_CHANNEL_... >
src
[>][bfgsb]

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EL_POSITION_NONE, GST_AUDIO_CHANNEL_POSITION_NONE, GST_AUDIO_CHANN

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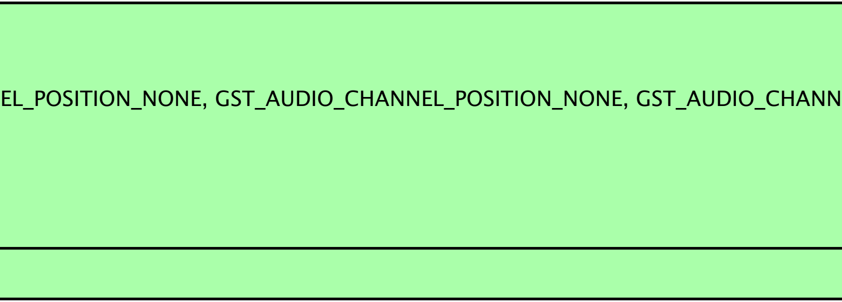
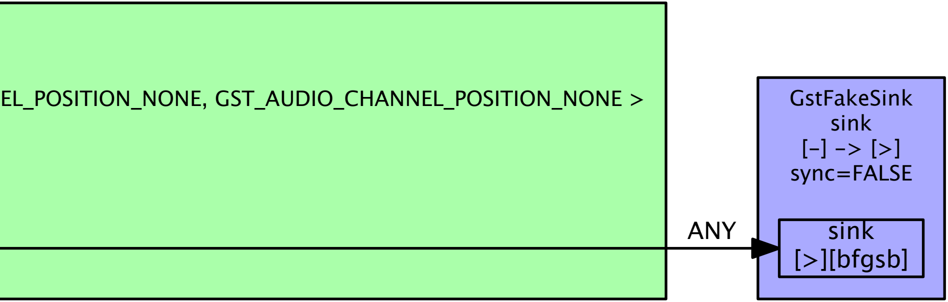


EL_POSITION_NONE, GST_AUDIO_CHANNEL_POSITION_NONE, GST_AUDIO_CHANN

EL_POSITION_NONE, GST_AUDIO_CHANNEL_POSITION_NONE, GST_AUDIO_CHANN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GstFakeSink
sink
[-] -> [>]
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