

# 1.

priority<> REC REC\_STOP . , , , .

/ 1	/ 2	
/ ()	CAM 1 REC, CAM 1 REC_STOP	*
/ ()	CAM 1 REC priority<0>, CAM 1 REC_STOP priority<0>	,
/ ()	CAM 1 REC priority<1>, CAM 1 REC_STOP priority<1>	,
/ ()	CAM 1 REC priority<2>, CAM 1 REC_STOP priority<2>	*
/ ()	/ (, )	,
CAM 1 REC priority<0>, CAM 1 REC_STOP priority<0>	/ (, )	,
CAM 1 REC priority<1>, CAM 1 REC_STOP priority<1>	/ (, )	: <ol style="list-style-type: none"> <li>1. CAM 1 REC priority&lt;1&gt;, . . . CAM 1 REC_STOP priority&lt;1&gt; .</li> <li>2. , , CAM 1 REC priority&lt;1&gt;, . . . CAM 1 REC_STOP priority&lt;1&gt; .</li> <li>3. , , CAM 1 REC_STOP priority&lt;1&gt; , .</li> <li>4. CAM 1 REC priority&lt;1&gt;, . . . CAM 1 REC_STOP priority&lt;1&gt;, .</li> </ol>
CAM 1 REC priority<2>, CAM 1 REC_STOP priority<2>	/ (, )	,

 \* , 1 , 2 , , 2 , 1