

Top-level viewport
6. Up from D to top-level

1. Push Viewport A
3. Up from B to A
10. Seek from B to A (in ROOT)
4. Push Viewport C (in A)

2. Push Viewport B (in A)
8. Seek from D to B

9. Push Viewport A (in B)

11. Seek from
A (in ROOT)
to A (in B)

5. Push Viewport D (in C)
7. Down from top-level to D