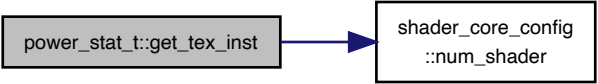


power_stat_t::get_tex_inst



```
graph LR; A[power_stat_t::get_tex_inst] --> B[shader_core_config::num_shader]
```

The diagram consists of two rectangular boxes connected by a horizontal arrow. The left box is shaded gray and contains the text 'power_stat_t::get_tex_inst'. The right box is white and contains the text 'shader_core_config::num_shader'. A dark blue arrow points from the right side of the gray box to the left side of the white box.

shader_core_config
::num_shader