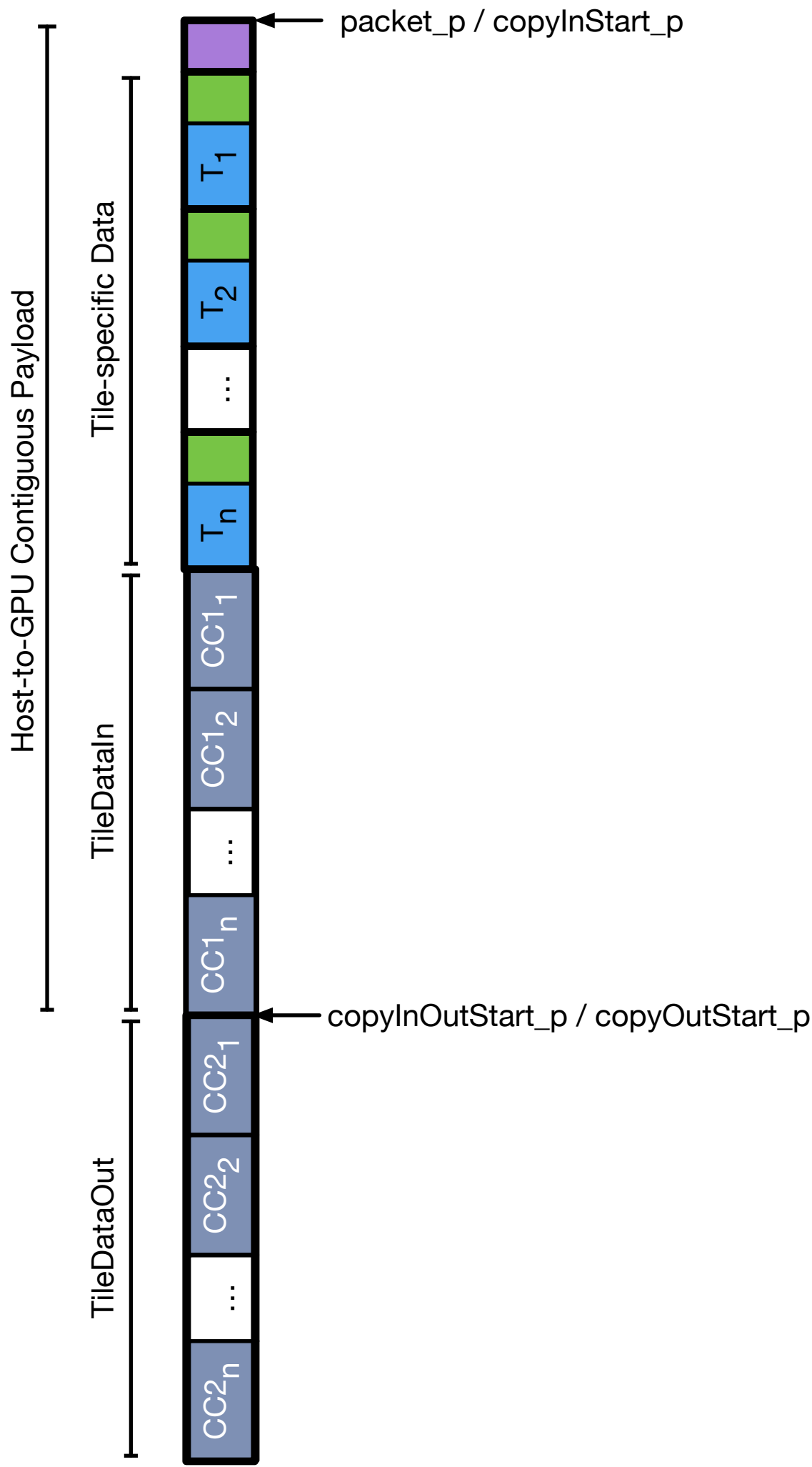
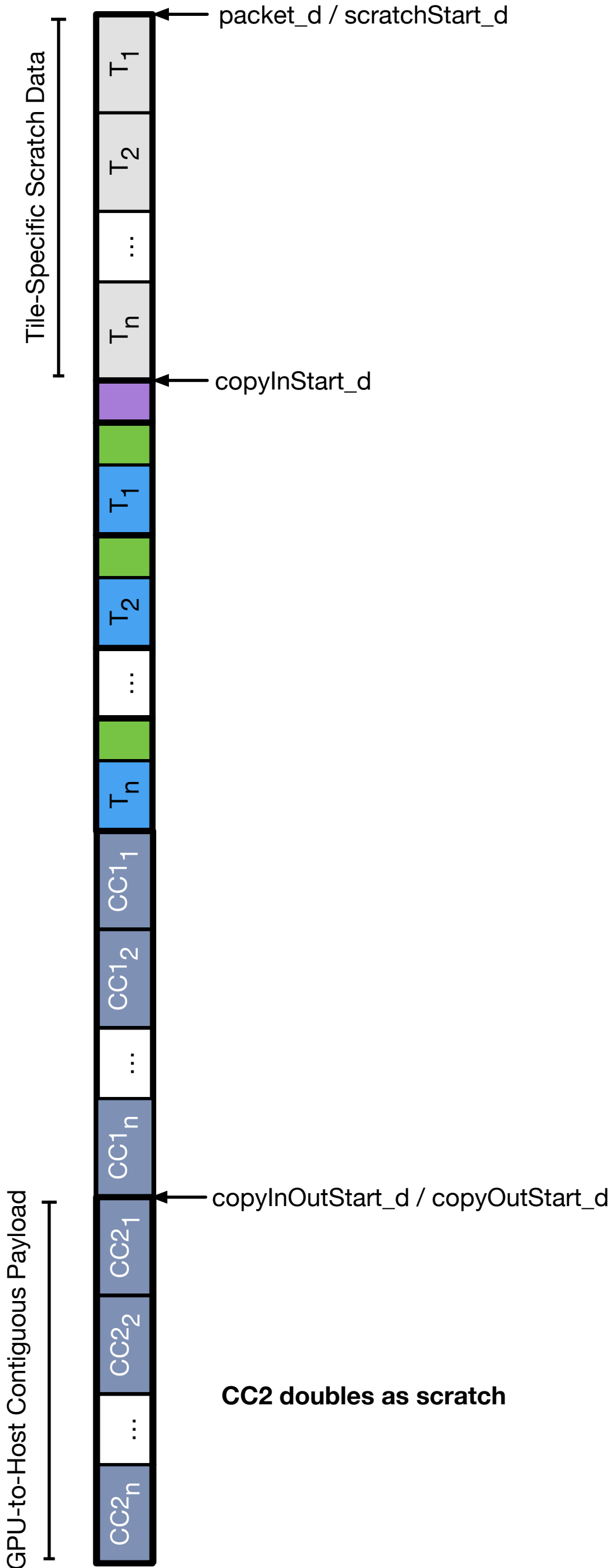


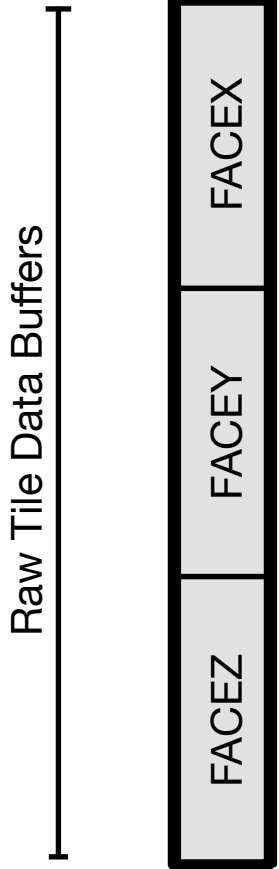
Host Data Packet Structure



GPU Data Packet Structure



Tile-Specific Scratch Data for Tile T_i



General Copy-in Data



CC1 blocks don't include GAME
CC2 blocks don't include GAME or GAMC

Tile-Specific Data for Tile T_i

