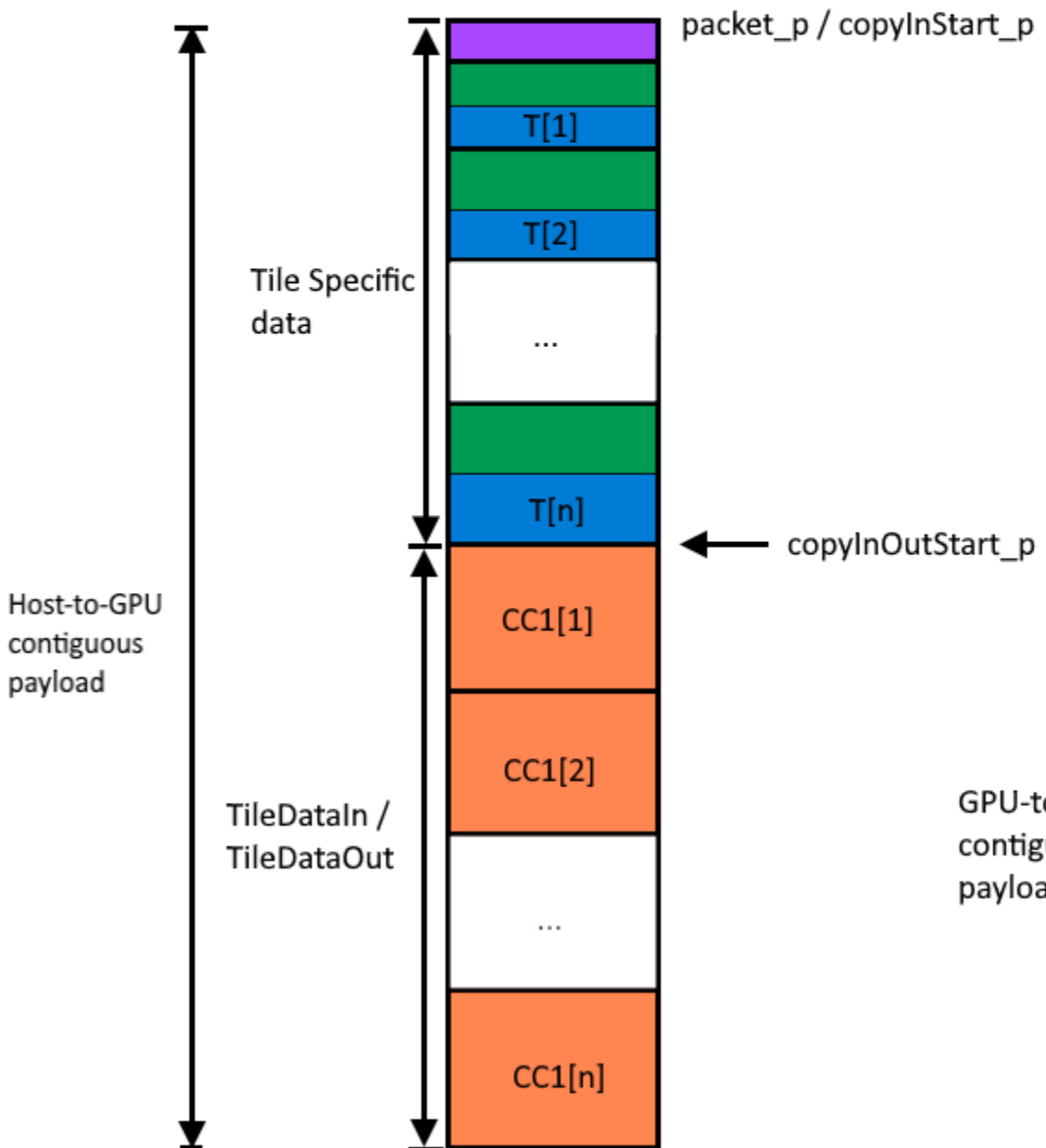
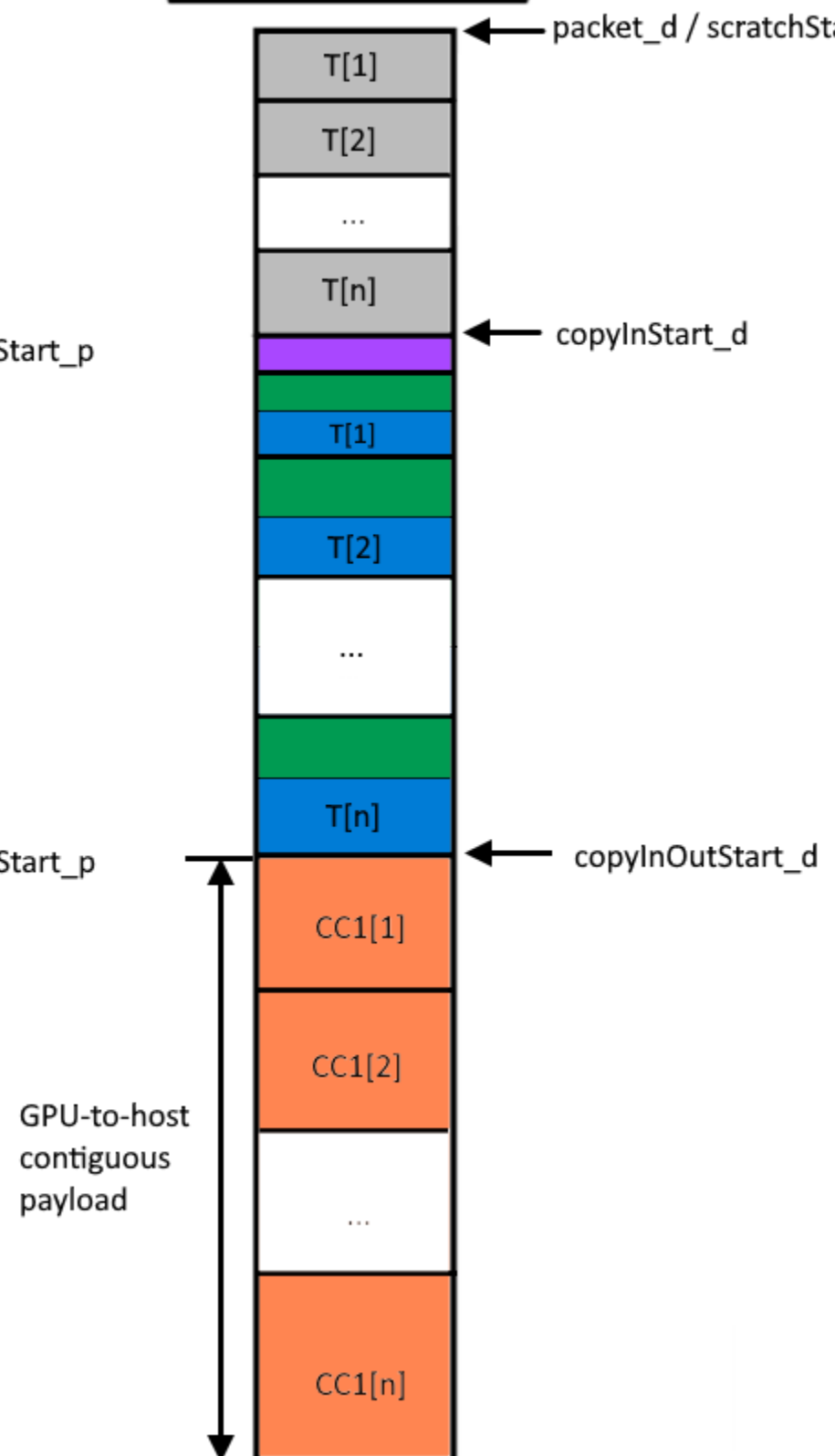


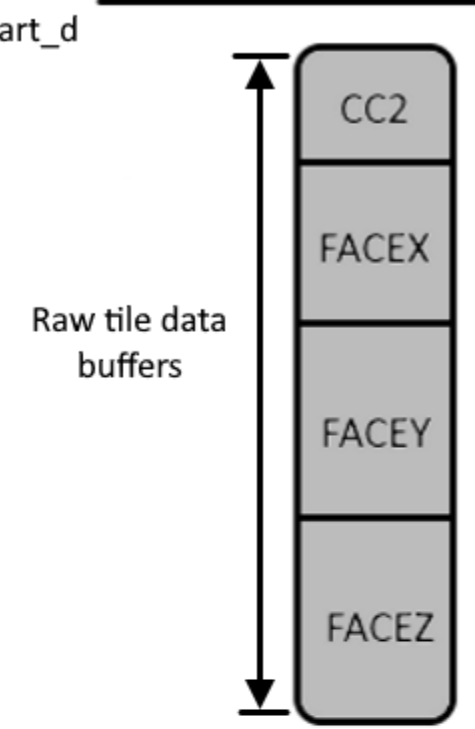
Host Data Packet Structure



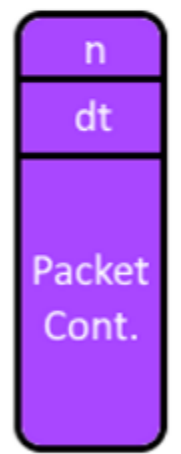
Gpu Data Packet Structure



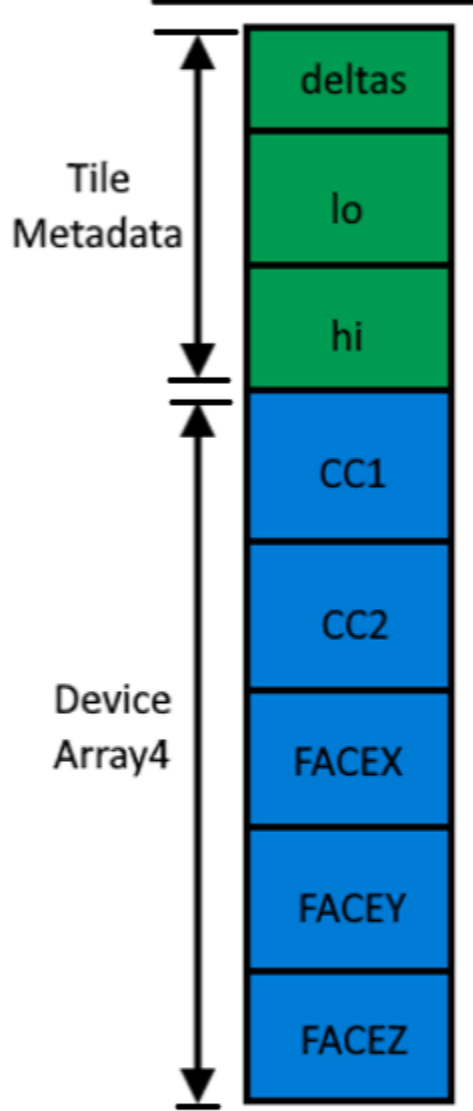
Tile-Specific Scratch Data for Tile[i]



General Copy-in Data



Tile Specific Data for Tile[i]



CC1 Blocks do not include GAME