Tabelle1

Framestack data format

Address	Framestack Entry	
	34 Bit	
	2 Bit	32Bit
0	Type 0	Data 0
1	Type 1	Data 1
2	Type 2	Data 2
3	Type 3	Data 3
4	Type 4	Data 4
5	Type 5	Data 5
6	Type 6	Data 6
7	Type 7	Data 7
8	Type 8	Data 8
9	Type 9	Data 9
10	Type 10	Data 10
11	Type 11	Data 11
12	Type 12	Data 12
13	Type 13	Data 13
14	Type 14	Data 14
15	Type 15	Data 15
16	Type 16	Data 16
17	Type 17	Data 17
18	Type 18	Data 18

Framestack Data in external RAM

Address *	Data 32 Bit
0	Data 0
1	Data 1
2	Data 2
3	Data 3
4	Data 4
5	Data 5
6	Data 6
7	Data 7
8	Data 8
9	Data 9
10	Data 10
11	Data 11
12	Data 12
13	Data 13
14	Data 14
15	Data 15
16	Type 0-15
17	Data 16
18	Data 17
19	Data 18

*Nicht die eigentliche Adresse im RAM, sondern der Offset im Speicherbereich des Threads