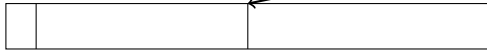
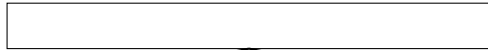
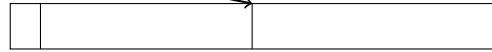


32-bit Tile Value



Tile State

Upper Tile Value Bits



Tile State

Lower Tile Value Bits