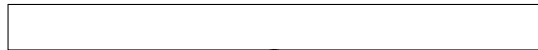
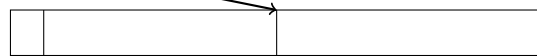


32-bit Tile Value



Tile State    Upper Tile Value Bits



Tile State    Lower Tile Value Bits