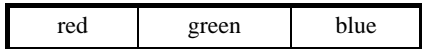
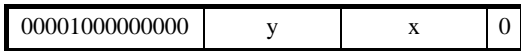


15 ... 11 10 ... 5 4 ... 0



(a) Pixel values

31 ... 18 17 ... 10 9 ... 1 0



(b) Pixel buffer addresses