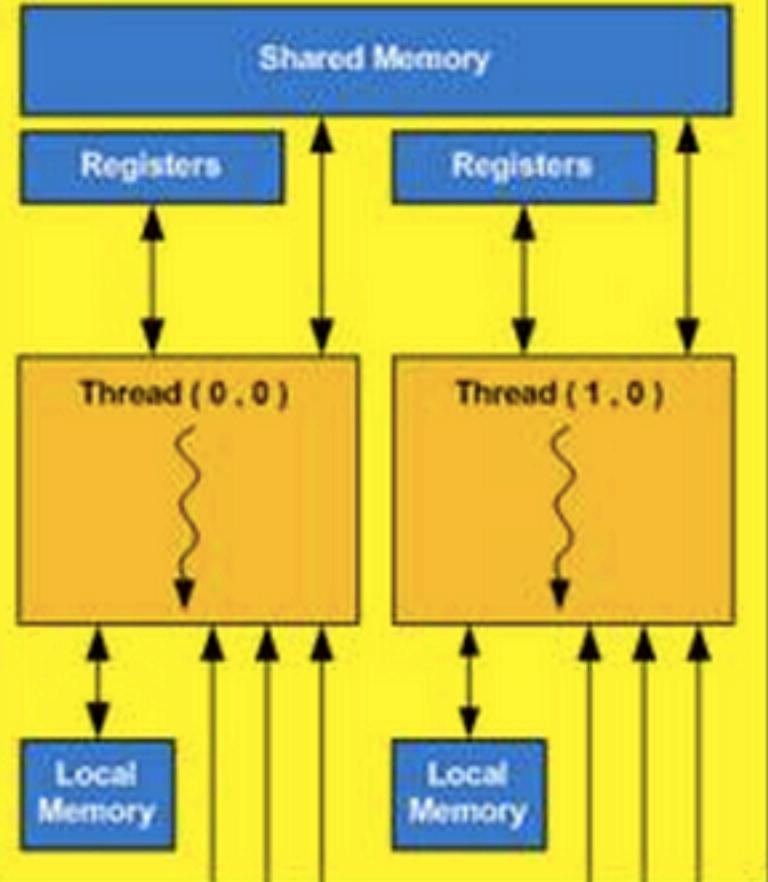
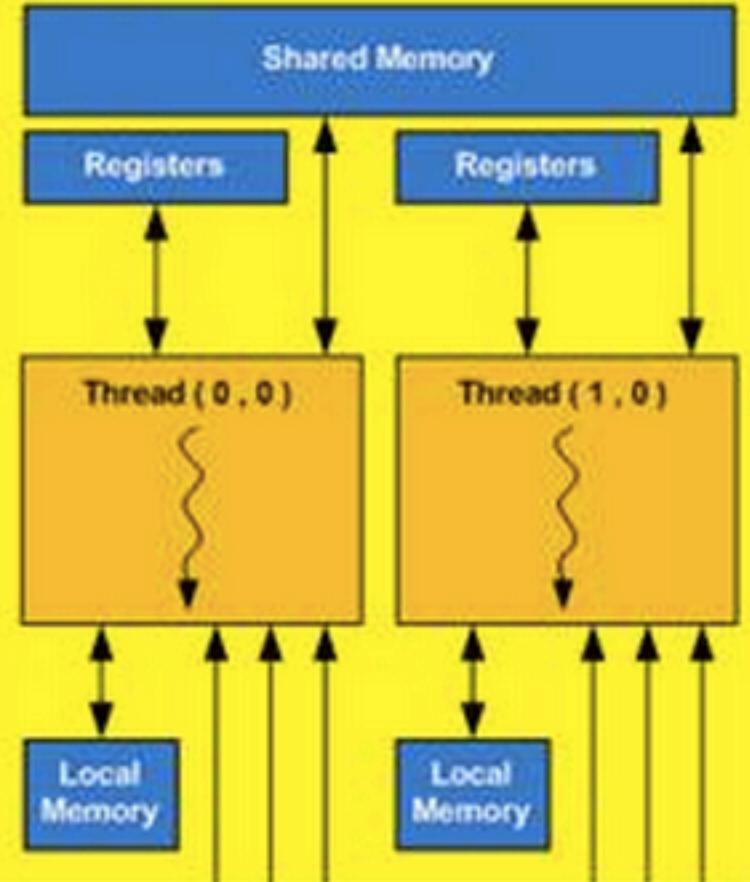


Block (0, 0)



Block (1, 0)



Texture Memory