TextureDSPContext + dxt1 block + dxt1a block + dxt2 block + dxt3 block + dxt4 block GetByteContext + dxt5 block + buffer + dxt5y block + buffer end + dxt5ys block + buffer start + rgtc1s block + rgtc1u block + rgtc1u gray block + rgtc1u alpha block + rgtc2s block + rgtc2u block + dxn3dc block +texdsp +gbc **DDSContext** + compressed + paletted + bpp + postproc + tex data + tex ratio + slice count + tex funct