```
TextureDSPContext
+ dxt1 block
+ dxt1a block
+ dxt2 block
+ dxt3 block
+ dxt4 block
+ dxt5 block
+ dxt5v block
+ dxt5ys block
+ rgtc1s block
+ rgtc1u block
+ rgtc1u gray block
+ rgtc1u alpha block
+ rgtc2s block
```

+ rgtc2u_block + dxn3dc block