${\bf Picture Perfect Engine\ Specification}$

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第1章

Overview

- 1.1 System Organization
- 1.1.1 Execution Unit
- 1.1.2 Register File
- 1.1.3 External Storage
- 1.2 Coding Convention
- 1.2.1 Namespace

All components exposed to external components must be inside namespace **PicturePerfect**.

第2章

Command Reference

2.1 First section

I-V Filter	Number	Description あああ
End	0	
SetImageSize	1	
${\bf Set Size From Image}$	2	
$PrintHash_V1D$	10	
PrintHash_I1B	14	
PrintHash_I3B	15	
V1D_Var	20	
I1B_Var	24	
I3B_Var	25	
$S_{-}Var$	29	
$V1D_Immediate$	30	
S_Immediate	39	
$V1D_MoveFrom_V1Ds$	40	
$I1B_MoveFrom_I1Bs$	44	
$I3B_MoveFrom_I3Bs$	45	
$V1Ds_MoveTo_V1D$	50	
I1Bs_MoveTo_I1B	54	
$I3Bs_MoveTo_I3B$	55	
V1D_Zero	60	
I1B_Zero	64	
I3B_Zero	65	
$V1D_{-}Copy_{-}V1D$	70	
I1B_Copy_I1B	74	
I1B_Load_S	84	
I3B_Load_S	85	
Save_I1B_S	94	
Save_I3B_S	95	
I1B_Split1st_I3B	100	

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- 2.1.1 Const
- 2.1.2 Alias
- 2.1.3 Var
- 2.1.4 MoveFrom
- 2.1.5 MoveTo