

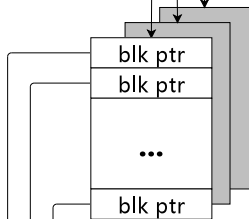
```

dnode_phys_t {
    uint8_t dn_type;
    ...
    blkptr_t dn_blkptr[1];
    uint8_t dn_bonus[];
    blkptr_t dn_spill;
}

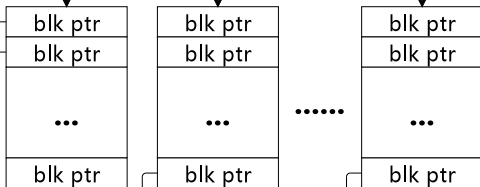
```



Level 2



Level 1



Level 0

