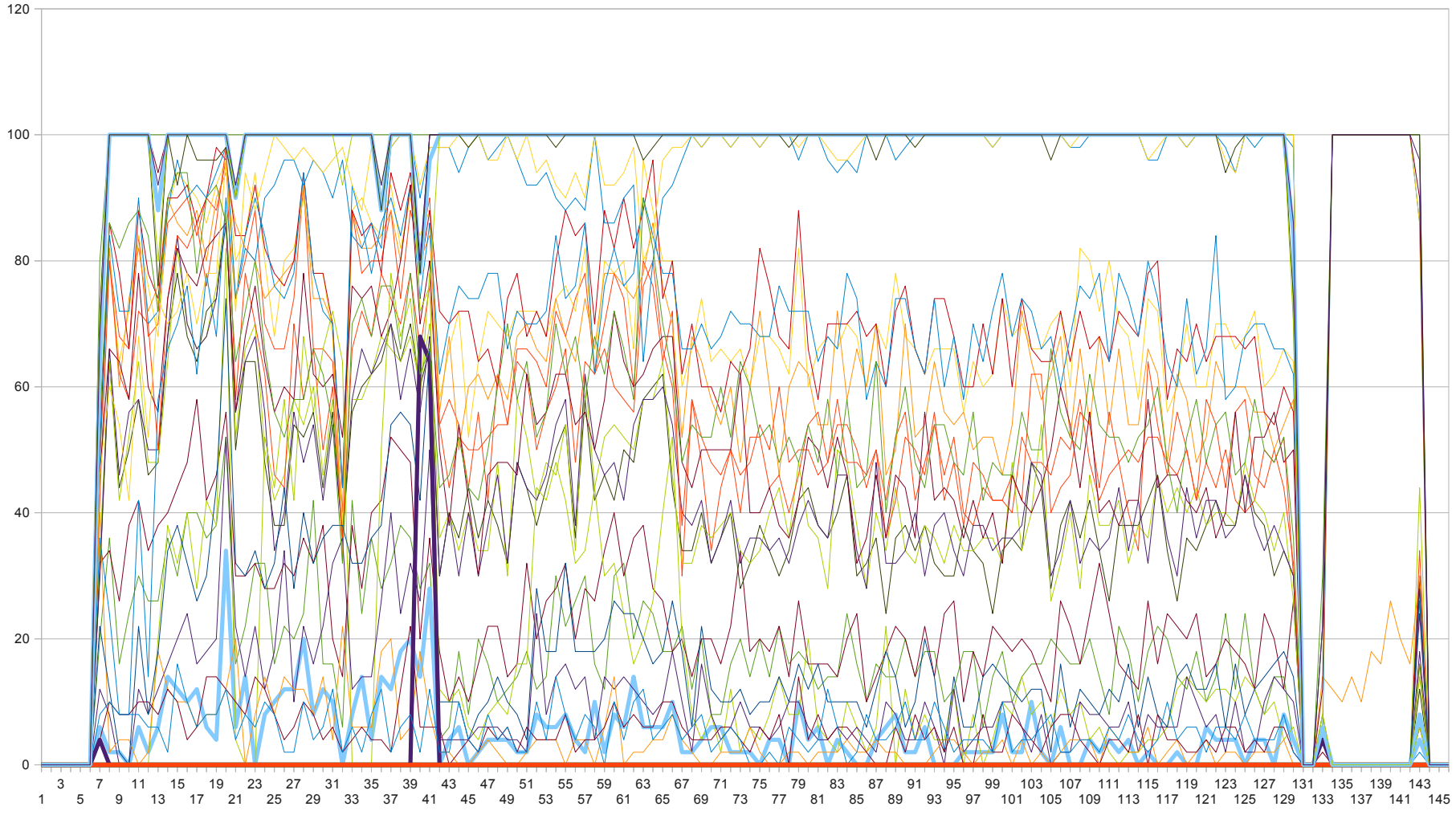
120
100
80
60
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20
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1 3 5 7 9 11 13 15 17 19 21 23 25 27 29 31 33 35 37 39 41 43 45 47 49 51 53 55 57 59 61 63 65 67 69 71 73 75 77 79 81 83 85 87 89 91 93 95 97 99 101 103 105 107 109 111 113 115 117 119 121 123 125 127 129 131 133 135 137 139 141 143 145
Strips and Fans
Setup Engine
Windower / Masker
Dispatcher
Projection and LOD
Texture fetch
Texture fetch
Texture decompress
Sampler cache
Filtering
Bypass FIFO
Pixel shader
Color calculator
Map filter
Map L2
CS
MASF
SVDW
SVDR
SVRW
SVRR
ISC
MT Texture cache
RC Render cache
DAP
MAWB
MT (texture cache) idle
SVSM
MASM
QC
FL
SC
DM
FT
DG
SI (system instruction?)
SO
PL
Windower IZ
URB
SF (strip / fan)
CL (clipper)
GS
VS0
VF