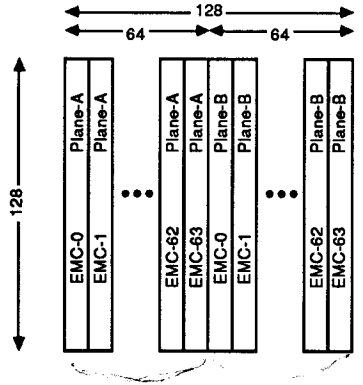
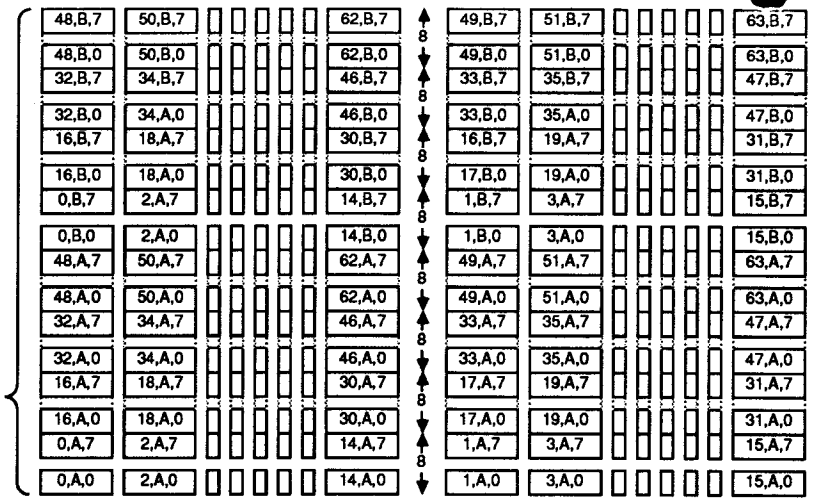


Screen Organization for 1 Renderer, with 128x128 pixel processors.

Message formats at various points in the corner-turning process. Pixels are accessed in scan-line order.



Number refers to VRAM index (same as EMC index).