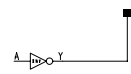
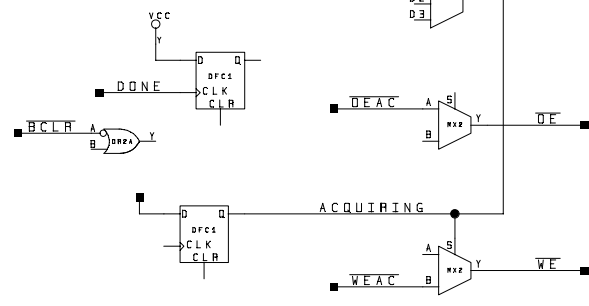


ADD[16:0]

BCLH



CLRCMD
DPU_ADD[16:0]

