

6

Register Cross Reference

This chapter provides alphabetically- and offset-sorted Region 0 register listings.

6.1 Registers Alphabetically Sorted

Name	Read-back	Write	Unit Name	Offset	Reset Value	Format	Command
AALineWidth	✓	✓	Delta	94C0	x	float	X
AAPointSize	✓	✓	Delta	94A0	x	float	X
AGPControl	✓	✓	Control Status	0078		bitfield	
AlphaBlendAlphaMode	✓	✓	Alpha blend	AFA8	x	bitfield	X
AlphaBlendAlphaModeAnd	X	✓	Alpha blend	AD30	x	bitfield	X
AlphaBlendAlphaModeOr	X	✓	Alpha blend	AD38	x	bitfield	X
AlphaBlendColorMode	✓	✓	Alpha blend	AFA0	x	bitfield	X
AlphaBlendColorModeAnd	X	✓	Alpha blend	ACB0	x	bitfield	X
AlphaBlendColorModeOr	X	✓	Alpha blend	ACB8	x	bitfield	X
AlphaDestColor	✓	✓	Alpha blend	AF88	x	bitfield	X
AlphaSourceColor	✓	✓	Alpha blend	AF80	x	integer	X
AlphaTestMode	✓	✓	Alpha Blend & Alpha Test	8800	x	bitfield	X
AlphaTestModeAnd	X	✓	Alpha Blend & Alpha Test	ABF0	x	bitfield	X
AlphaTestModeOr	X	✓	Alpha Blend & Alpha Test	ABF8	x	bitfield	X
AntialiasMode	✓	✓	Alpha test	8808	x	bitfield	X

Name	Read-back	Write	Unit Name	Offset	Reset Value	Format	Command
AntialiasModeAnd	X	✓	Alpha test	AC00	x	bitfield	X
AntialiasModeOr	X	✓	Alpha test	AC08	x	bitfield	X
ApertureOne	✓	✓	Control Status	0050		bitfield	
ApertureTwo	✓	✓	Control Status	0058		bitfield	
AreaStippleMode	✓	✓	Stipple	81A0	x	Bitfield	X
AreaStippleModeAnd	X	✓	Stipple	ABD0	x	bitfield	X
AreaStippleModeOr	X	✓	Stipple	ABD8	x	bitfield	X
AreaStipplePattern[0...15]	✓	✓	Stipple	8200	x	Bitfield	X
AreaStipplePattern[16...31]	✓	✓	Stipple	8280	x	Bitfield	X
AStart	✓	✓	Color DDA	87C8	x	fixed	X
BackgroundColor	✓	✓	Logic Ops	B0C8	x	integer	X
BasePageOfWorking Set	✓	✓	Texture Read	B4C8	x	integer	X
BasePageOfWorking SetHost	✓	✓	Texture Read	B4E0	x	integer	X
BitMaskPattern	X	✓	Rasterizer	8068	x	Integer	✓X
BorderColor0	✓	✓	Texture filter	84A8	x	bitfield	X
BorderColor1	✓	✓	Texture filter	84F8	x	bitfield	X
BStart	✓	✓	Color DDA	87B0	x	fixed	X
ByAperture1Mode	✓	✓	Bypass Control	0300		Bitfield	
ByAperture1Stride	✓	✓	Bypass Control	0308		Integer	
ByAperture1UStart	✓	✓	Bypass Control	0318		Integer	
ByAperture1VStart	✓	✓	Bypass Control	0320		Integer	
ByAperture1YStart	✓	✓	Bypass Control	0310		Integer	
ByAperture2Mode	✓	✓	Bypass Control	0328		Bitfield	
ByAperture2Stride	✓	✓	Bypass Control	0330		Integer	
ByAperture2UStart	✓	✓	Bypass Control	0340		Integer	
ByAperture2VStart	✓	✓	Bypass Control	0348		Integer	
ByAperture2YStart	✓	✓	Bypass Control	0338		Integer	

Name	Read-back	Write	Unit Name	Offset	Reset Value	Format	Command
ByDMAReadCommandBase	✓	✓	Bypass Control	0378		Integer	
ByDMAReadCommandCount	✓	✓	Bypass Control	0380		Integer	
ByDMAReadMode	✓	✓	Bypass Control	0350		Bitfield	
ByDMAReadStride	✓	✓	Bypass Control	0358		Integer	
ByDMAReadUStart	✓	✓	Bypass Control	0368		Integer	
ByDMAReadVStart	✓	✓	Bypass Control	0370		Integer	
ByDMAReadYStart	✓	✓	Bypass Control	0360		Integer	
ByDMAWriteCommandBase	✓	✓	Bypass Control	03B0		Integer	
ByDMAWriteCommandCount	✓	✓	Bypass Control	03B8		Integer	
ByDMAWriteMode	✓	✓	Bypass Control	0388		Bitfield	
ByDMAWriteStride	✓	✓	Bypass Control	0390		Integer	
ByDMAWriteUStart	✓	✓	Bypass Control	03A0		Integer	
ByDMAWriteVStart	✓	✓	Bypass Control	03A8		Integer	
ByDMAWriteYStart	✓	✓	Bypass Control	0398		Integer	
ChipConfig	✓	✓	Control Status	0070		bitfield	
ChromaFailColor	✓	✓	Color DDA & Alpha Blend	AF98	x	bitfield	X
ChromaLower	✓	✓	Color DDA & Alpha Blend	8F10	x	bitfield	X
ChromaPassColor	✓	✓	Color DDA & Alpha Blend	AF90	x	bitfield	X
ChromaTestMode	✓	✓	Color DDA & Alpha Blend	8F18	x	bitfield	X
ChromaTestModeAnd	X	✓	Color DDA & Alpha Blend	ACC0	x	bitfield	X

Name	Read-back	Write	Unit Name	Offset	Reset Value	Format	Command
ChromaTestModeOr	X	✓	Color DDA & Alpha Blend	ACC8	x	bitfield	X
ChromaUpper	✓	✓	Color DDA & Alpha Blend	8F08	x	bitfield	X
Color	✓	✓		87F0	x	bitfield	X
ColorDDAMode	✓	✓	Color DDA	87E0	x	bitfield	
ColorDDAModeAnd	X	✓	Color DDA	ABE0	x	bitfield	X
ColorDDAModeOr	X	✓	Color DDA	ABE8	x	bitfield	X
Command Interrupt	X	✓	Host In	A990	x	bitfield	X
Config2D	X	✓	Global	B618	x	bitfield	X
ConstantColor	✓	✓	Color DDA	87E8	x	bitfield	
ConstantColorDDA	X	✓	Color DDA	AFB0	x	bitfield	X
ContextData	X	✓	Global	8DD0	x	bitfield	X
ContextDump	X	✓	Global	8DC0	x	bitfield	✓
ContextRestore	X	✓	Global	8DC8	x	bitfield	✓
Continue	X	✓	Rasterizer	8058	x	Integer	✓
ContinueNewDom	X	✓	Rasterizer	8048	x	Integer	✓
ContinueNewLine	X	✓	Rasterizer	8040	x	Integer	✓
ContinueNewSub	X	✓	Rasterizer	8050	x	Integer	✓
ControlDMAAddress	✓	✓	Control Status	0028		integer	
ControlDMAControl	✓	✓	Control Status	0060		bitfield	
ControlDMACount	✓	✓	Control Status	0030		integer	
Count	✓	X	Rasterizer	8030	x	Integer	X
dAdx	✓	✓	Color DDA	87D0	x	fixed	X
dAdyDom	✓	✓	Color DDA	87D8	x	fixed	
dBdx	✓	✓	Color DDA	87B8	x	fixed	X
dBdyDom	✓	✓	Color DDA	87C0	x	fixed	X
DeltaControl	✓	✓	Delta	9350	x	bitfield	X

Name	Read-back	Write	Unit Name	Offset	Reset Value	Format	Command
DeltaControlAnd	X	✓	Delta	AB20	x	bitfield	X
DeltaControlOr	X	✓	Delta	AB28	x	bitfield	X
DeltaMode	✓	✓	Delta	9300	x	bitfield	X
DeltaModeAnd	X	✓	Delta	AAD0	x	bitfield	X
DeltaModeOr	X	✓	Delta	AAD8	x	bitfield	X
Depth	✓	✓	Depth	89A8	x	integer	✓X
DepthMode	✓	✓	Depth	89A0	x	bitfield	X
DepthModeAnd	X	✓	Depth	AC70	x	bitfield	X
DepthModeOr	X	✓	Depth	AC78	x	bitfield	X
dFdx	✓	✓	Fog	86A8	x	fixed	X
dFdYDom	✓	✓	Fog	86B0	x	fixed	X
dGdx	✓	✓	Color DDA	87A0	x	fixed	X
dGdyDom	✓	✓	Color DDA	87A8	x	fixed	X
DisplayData			Video Control	3068		bitfield	
DitherMode	✓	✓	Dither	8818	x	bitfield	X
DitherModeAnd	X	✓	Dither	ACD0	x	bitfield	X
DitherModeOr	X	✓	Dither	ACD8	x	bitfield	X
dKdBdx	✓	✓	Texture	8D38	x	fixed	X
dKdBdyDom	✓	✓	Texture	8D40	x	fixed	X
dKdGdx	✓	✓	Texture	8D20	x	fixed	X
dKdGdyDom	✓	✓	Texture	8D28	x	fixed	X
dKdRdx	✓	✓	Texture	8D08	x	fixed	X
dKdRdyDom	✓	✓	Texture	8D10	x	fixed	X
dKsBdx	✓	✓	Texture	8CB8	x	fixed	X
dKsBdyDom	✓	✓	Texture	8CC0	x	fixed	X
dKsdx	✓	✓	Texture	86D0	x	fixed	X
dKsdyDom	✓	✓	Texture	86D8	x	fixed	X
dKsGdx	✓	✓	Texture	8CA0	x	fixed	X
dKsGdyDom	✓	✓	Texture	8CA8	x	fixed	X
dKsRdx	✓	✓	Texture	8C88	x	fixed	X
dKsRdyDom	✓	✓	Texture	8C90	x	fixed	X
DMAAddr	X	✓	Host In	A980	x	integer	X
DMAContinue	X	✓	Host In	A9F8	x	integer	✓
DMACount	X	✓	Host In	A988	x	integer	X
DMAFeedback	X	✓	Host In	AA10	x	integer	X
DMAMemoryControl	✓	✓	Host In	B780	x	bitfield	X
DMAOutput Address	X	✓	Host In	A9E0	x	integer	X
DMAOutputCount	X	✓	Host In	A9E8	x	integer	X
DMARectangle Read	X	✓	Host In	A9A8	x	bitfield	X
DMARectangleRead LinePitch	✓	✓	Host In	A9B8	x	integer	X
DMARectangleRead Target	✓	✓	Host In	A9C0	x	bitfield	X
DMARectangleReadAddress	✓	✓	Host In	A9B0	x	integer	X

Name	Read-back	Write	Unit Name	Offset	Reset Value	Format	Command
DMARectangleWrite	X	✓	Host In	A9C8	x	bitfield	X
DMARectangleWrite Address	✓	✓	Host In	A9D0	x	integer	X
DMARectangleWriteLinePitch	✓	✓	Host In	A9D8	x	integer	X
DownloadGlyphWidth	✓	✓	2D Set Up	B658	x	integer	X
DownloadTarget	✓	✓	2D Set Up	B650	x		✓
dQ1dx	✓	✓	Texture coord	8438	x	fixed	X
dQ1dyDom	✓	✓	Texture coord	8440	x	fixed	X
dQdx	✓	✓	Texture coord	83C0	x	fixed	X
DQdy	✓	✓	Texture coord	83E8	x	fixed	X
dQdyDom	✓	✓	Texture coord	83C8	x		X
DrawLine0	X	✓	Delta	9318	x	fixed	✓
DrawLine1	X	✓	Delta	9320	x	fixed	✓
DrawLine2D01	X	✓	Delta	9778	x	bitfield	✓
DrawLine2D10	X	✓	Delta	9768	x	bitfield	✓
DrawPoint	X	✓	Delta	9330	x	bitfield	✓
DrawTriangle	X	✓	Delta	9308	x	bitfield	✓
dRdx	✓	✓	Color DDA	8788	x	fixed	X
dRdyDom	✓	✓	Color DDA Delta	8790	x	fixed	X
dS1dx	✓	✓	Texture coord	8408	x	fixed	X
dS1dyDom	✓	✓	Texture coord	8410	x	fixed	X
dSdx	✓	✓	Texture coord	8390	x	fixed	X
dSdy	✓	✓	Texture coord	83D8	x	fixed	X
dSdyDom	✓	✓	Texture coord	8398	x	fixed	X
dT1dx	✓	✓	Texture coord	8420	x	fixed	X
dT1dyDom	✓	✓	Texture coord	8428	x	fixed	X
dTdx	✓	✓	Texture coord	83A8	x	fixed	X
dTdy	✓	✓	Texture coord	83E0	x	fixed	X
dTdyDom	✓	✓	Texture coord	83B0	x	fixed	X

Name	Read-back	Write	Unit Name	Offset	Reset Value	Format	Command
dXDom	✓	X	Rasterizer	8008	x	fixed	X
dXSub	✓	X	Rasterizer	8018	x	fixed	X
dY	✓	X	Rasterizer	8028	x	fixed	X
dZdxL	✓	✓	Depth & Fog	89C8	x	fixed	X
dZdxU	✓	✓	Depth & Fog	89C0	x	fixed	X
dZdyDomL	✓	✓	Depth & Fog	89D8	x	bitfield	X
dZdyDomU	✓	✓	Depth & Fog	89D0	x	fixed	X
EndOfFeedback	✓	✓	Host Out	8FF8	x	unused	X
ErrorFlags			Control Status	0038		bitfield	
FastClearDepth	✓	✓	Depth	89E0	x	integer	X
FBBlockColor	✓	X	FB Read	8AC8	x	integer	X
FBBlockColor[0...3]	✓	✓	FB Write	B060	x	integer	X
FBBlockColorBack	✓	✓	FB Write	B0A0	x	integer	X
FBBlockColorBack[0...3]	✓	✓	FB Write	B080	x	integer	X
FBColor	0	X	FB Write	8A98	x	n/a	X
FBDestReadBufferAddr[0...3]	✓	✓	FB Read	AE80	x	integer	X
FBDestReadBufferOffset[0...3]	✓	✓	FB Read	AEA0	x	integer	X
FBDestReadBufferWidth[0...3]	✓	✓	FB Read	AEC0	x	integer	X
FBDestReadEnables	✓	✓	FB Read	AEE8	x	bitfield	X
FBDestReadEnablesAnd	X	✓	FB Read	AD20	x	bitfield	X
FBDestReadEnablesOr	X	✓	FB Read	AD28	x	bitfield	X
FBDestReadMode	✓	✓	FB Read	AEE0	x	bitfield	X
FBDestReadModeAnd	X	✓	FB Read	AC90	x	bitfield	X
FBDestReadModeOr	X	✓	FB Read	AC98	x	bitfield	X
FBHardwareWriteMask	✓	✓	FB Write	8AC0	x	mask	X
FBSoftwareWriteMask	✓	✓	Logic Ops	8820	x	integer	X
FBSourceReadBufferAddr	✓	✓	FB Read	AF08	x	integer	X
FBSourceReadBufferOffset	✓	✓	FB Read	AF10	x	integer	X
FBSourceReadBufferWidth	✓	✓	FB Read	AF18	x	integer	X
FBSourceReadMode	✓	✓	FB Read	AF00	x	bitfield	X
FBSourceReadModeAnd	X	✓	FB Read	ACA0	x	bitfield	X
FBSourceReadModeOr	X	✓	FB Read	ACA8	x	bitfield	X
FBWriteBufferAddr[0...3]	✓	✓	FB Write	B000	x	integer	X
FBWriteBufferOffset[0...3]	✓	✓	FB Write	B020	x	integer	X
FBWriteBufferWidth[0...3]	✓	✓	FB Write	B040	x	integer	X
FBWriteMode	✓	✓	FB Write	8AB8	x	bitfield	
FBWriteModeAnd	X	✓	FB Write	ACF0	x	bitfield	X

Name	Read-back	Write	Unit Name	Offset	Reset Value	Format	Command
FBWriteModeOr	X	✓	FB Write	ACF8	x	bitfield	X
FeedbackX		✓	Host Out	8F88	x	integer	X
FeedbackY		✓	Host Out	8F90	x	integer	X
FifoControl	✓	✓	Video Control	3078		bitfield	
FIFODiscon	✓	✓	Control Status	0068		bitfield	
FillBackgroundColor	X	✓	2D Set Up	8330	x	integer	X
FillConfig2D0	X	✓	2D Set Up	8338	x	bitfield	X
FillConfig2D1	X	✓	2D Set Up	8360	x	bitfield	
FillFBDestReadBufferAddr0	X	✓	2D Set Up	8310	x	integer	X
FillFBSourceReadBufferAddr	X	✓	2D Set Up	8308	x	integer	X
FillFBSourceReadBufferOffset	X	✓	2D Set Up	8340	x	integer	X
FillFBWriteBufferAddr0	X	✓	2D Set Up	8300	x	integer	X
FillForegroundColor0	X	✓	2D Set Up	8328	x	integer	X
FillForegroundColor1	X	✓	2D Set Up	8358	x	integer	X
FillGlyphPosition	X	✓	2D Set Up	8368	x	integer	X
FillRectanglePosition	X	✓	2D Set Up	8348	x	integer	X
FillRender2D	X	✓	2D Set Up	8350	x	bitfield	X
FillScissorMaxXY	X	✓	2D Set Up	8320	x	fixed	X
FillScissorMinXY	X	✓	2D Set Up	8318	x	fixed	X
FilterMode	✓	✓	Host Out	8C00	x	bitfield	X
FilterModeAnd	X	✓	Host Out	AD00	x	bitfield	X
FilterModeOr	X	✓	Host Out	AD08	x	bitfield	X
FlushSpan	X	✓	Raster-izer	8060	x	tag	✓
FlushWriteCombining	X	✓	Host In	8910	x	integer	X
FogColor	✓	✓	Fog	8698	x	fixed	X
FogMode	✓	✓	Fog	8690	x	bitfield	X
FogModeAnd	X	✓	Fog	AC10	x	bitfield	X
FogModeOr	X	✓	Fog	AC18	x	bitfield	X
FogTable[0...15]	✓	✓	Fog	B100	x	bitfield	X
FogTable[16...31]	✓	✓	Fog	B180	x	bitfield	X
FogTable[32...47]	✓	✓	Fog	B200	x	bitfield	X

Name	Read-back	Write	Unit Name	Offset	Reset Value	Format	Command
FogTable[48...63]	✓	✓	Fog	B280	x	bitfield	X
ForegroundColor	✓	✓	Logic Ops	B0C0	x	integer	X
FStart	✓	✓	Fog	86A0	x	fixed	X
GIDMode	✓	✓	LB Read	B538	x	bitfield	X
GIDModeAnd	X	✓	LB Read	B5B0	x	bitfield	X
GIDModeOr	X	✓	LB Read	B5B8	x	bitfield	X
GlyphData	X	✓	2D Set Up	B660	x	integer	X
GlyphPosition	✓	✓	2D Set Up	B608	x	integer	X
GPOutDMAAddress	✓	X	Control Status	0080		integer	
GStart	✓	✓	Color DDA	8798	x	fixed	X
HbEnd	✓	✓	Video Control	3020		integer	
HeadPhysicalPage Allocation[0...3]	✓	✓	Texture Read	B480	x	integer	X
HgEnd	✓	✓	Video Control	3018		integer	
HostInDMAAddress	✓	X	Host In	8938	x	integer	X
HostInID	✓	✓	Host In	8900	x		X
HostInState	✓	✓	Host In	8918	x	integer	X
HostInState2	✓	✓	Host In	8940	x	integer	X
HostTextureAddress	✓	X	Control Status	0100		integer	
HsEnd	✓	✓	Video Control	3030		integer	
HsStart	✓	✓	Video Control	3028		integer	
HTotal	✓	✓	Video Control	3010		integer	
IndexBaseAddress	✓	✓	Host In	B700	x	integer	X
IndexedDoubleVertex	X	✓	Host In	B7B0	x	integer	X
IndexedLineList	X	✓	Host In	B728	x	integer	X
IndexedLineStrip	X	✓	Host In	B730	x	integer	X
IndexedPointList	X	✓	Host In	B738	x	integer	X
IndexedPolygon	X	✓	Host In	B740	x	integer	X
IndexedTriangleFan	X	✓	Host In	B718	x	integer	X
IndexedTriangleList	X	✓	Host In	B710	x	integer	X
IndexedTriangleStrip	X	✓	Host In	B720	x	integer	X
IndexedVertex	X	✓	Host In	B7A8	x	integer	X
InFIFOspace	✓	X	Control Status	0018		integer	
IntEnable	✓	✓	Control Status	0008		bitfield	

Name	Read-back	Write	Unit Name	Offset	Reset Value	Format	Command
InterruptLine	✓	✓	Video Control	3060		integer	
IntFlags	✓	✓	Control Status	0010		bitfield	
InvalidateCache	X	✓	Texture Read	B358	x	bitfield	✓
KdBStart	✓	✓	Texture	8D30	x	fixed	X
KdGStart	✓	✓	Texture	8D18	x	fixed	X
KdRStart	✓	✓	Texture	8D00	x	fixed	X
KdStart	✓	✓	Texture	86E0	x	fixed	X
KsBStart	✓	✓	Texture Application	8CB0	x	fixed	X
KsGStart	✓	✓	Texture Application	8C98	x	fixed	X
KsRStart	✓	✓	Texture Application	8C80	x	fixed	X
KsStart	✓	✓	Texture	86C8	x	fixed	X
LBClearDataL	✓	✓	LB Read	B550	x	integer	X
LBClearDataU	✓	✓	LB Read	B558	x	integer	X
LBDepth	X	✓	LB Read/Host Out	88B0	x	integer	X
LBDestReadBufferAddr	✓	✓	LB Read	B510	x	integer	
LBDestReadBufferOffset	✓	✓	LB Read	B518	x	integer	
LBDestReadEnables	✓	✓	LB Read	B508	x	bitfield	X
LBDestReadEnables And	X	✓	LB Read	B590	x	bitfield	X
LBDestReadEnables Or	X	✓	LB Read	B598	x	bitfield	X
LBDestReadMode	✓	✓	LB Read	B500	x	integer	X
LBDestReadModeAnd	X	✓	LB Read	B580	x	bitfield	X
LBDestReadModeOr	X	✓	LB Read	B588	x	bitfield	X
LBReadFormat	✓	✓	LB Read	8888	x	bitfield	X
LBSourceReadBufferAddr	✓	✓	LB Read	B528	x	integer	X
LBSourceReadBufferOffset	✓	✓	LB Read	B530	x	bitfield	X
LBSourceReadMode	✓	✓	LB Read	B520	x	integer	X
LBSourceReadMode And	X	✓	LB Read	B5A0	x	bitfield	X
LBSourceReadModeOr	X	✓	LB Read	B5A8	x	bitfield	X
LBStencil	X	✓	Host Out	88A8	x	bitfield	X
LBWriteBufferAddr	✓	✓	LB Write	B540	x	integer	X
LBWriteBufferOffset	✓	✓	LB Write	B548	x	integer	X
LBWriteFormat	✓	✓	LB Write	88C8	x	bitfield	X
LBWriteMode	✓	✓	LB Write	88C0	x	bitfield	X
LBWriteModeAnd	X	✓	LB Write	AC80	x	bitfield	X
LBWriteModeOr	X	✓	LB Write	AC88	x	bitfield	X

Name	Read-back	Write	Unit Name	Offset	Reset Value	Format	Command
LineCoord0	X	✓	Delta	9760	x	bitfield	X
LineCoord1	X	✓	Delta	9770	x	bitfield	X
LineMode	✓	✓	Delta	94A8	x	bitfield	X
LineModeAnd	X	✓	Delta	AAF0	x	bitfield	X
LineModeOr	X	✓	Delta	AAF8	x	bitfield	X
LineStippleMode	✓	✓	Stipple	81A8	x	Bitfield	
LineStippleModeAnd	X	✓	Stipple	ABC0	x	bitfield	X
LineStippleModeOr	X	✓	Stipple	ABC8	x	bitfield	X
LineWidth	✓	✓	Delta	94B0	x	integer	X
LineWidthOffset	✓	✓	Delta	94B8	x	integer	X
LoadLineStippleCounters	✓	✓	Stipple	81B0	x	Bitfield	✓
LocalMemCaps	✓	✓	Memory Control	1018		Bitfield	
LocalMemControl	✓	✓	Memory Control	1028		Bitfield	
LocalMemPowerDown	✓	✓	Memory Control	1038		Bitfield	
LocalMemRefresh	✓	✓	Memory Control	1030		Bitfield	
LocalMemTiming	✓	✓	Memory Control	1020		Bitfield	
LOD	✓	✓	Texture Index	83D0	x	fixed	X
LOD1	✓	✓	Texture Index	8448	x	fixed	X
LodRange0	✓	✓	Texture Index	B348	x	bitfield	X
LodRange1	✓	✓	Texture Index	B350	x	fixed	X
LogicalOpMode	✓	✓	Logic Op	8828	x	bitfield	X
LogicalOpModeAnd	X	✓	Logic Op	ACE0	x	bitfield	X
LogicalOpModeOr	X	✓	Logic Op	ACE8	x	bitfield	X
LogicalTexturePage	✓	X	Control Status	0118		integer	
LogicalTexturePage TableAddr	✓	✓	Texture Read	B4D0	x	integer	X
LogicalTexturePage TableLength	✓	✓	Texture Read	B4D8	x	integer	X
LUT[0...15]	✓	✓	LUT	8E80	x	bitfield	X
LUTAddress	✓	✓	Texture Read	84D0	x	integer	X
LUTData	✓	✓	LUT	84C8	x	integer	X
LUTIndex	✓	✓	LUT	84C0	x	integer	X
LUTMode	✓	✓	LUT	B378	x	bitfield	X
LUTModeAnd	X	✓	LUT	AD70	x	bitfield	X
LUTModeOr	X	✓	LUT	AD78	x	bitfield	X

Name	Read-back	Write	Unit Name	Offset	Reset Value	Format	Command
LUTTransfer	✓	✓	Texture Read	84D8	x	bitfield	X
MaxHitRegion	X	✓	Host Out	8C30	x	bitfield	✓
MaxRegion	✓	✓	Host Out	8C18	x	bitfield	
MemBypassWriteMask	✓	✓	Memory Control	1008		Integer	
MemCounter	✓	X	Memory Control	1000		Integer	
MemScratch	✓	✓	Memory Control	1010		Integer	
MinHitRegion	X	✓	Host Out	8C28	x	bitfield	✓
MinRegion	✓	✓	Host Out	8C10	x	bitfield	X
MiscControl	✓	✓	Video Control	3088		Bitfield	
OutPutFIFOWords	✓	X	Control Status	0020		integer	
Packed16Pixels	X	✓	2D Set Up	B638	x	integer	✓
Packed4Pixels	X	✓	2D Set Up	B668	x	integer	✓
Packed8Pixels	X	✓	2D Set Up	B630	x	integer	✓
PCIAbortAddress	✓	X	Control Status	0098		integer	
PCIAbortStatus	✓	X	Control Status	0090		bitfield	
PCIFeedbackCount	✓	X	Control Status	0088		integer	
PCIPLLStatus	✓	✓	Control Status	00F0		bitfield	
PhysicalPageAllocationTableAddr	✓	✓	Texture Read	B4C0	x	integer	X
PickResult	X	✓	Host Out	8C38	x	bitfield	✓
PixelSize	✓	✓	Raster-izer	80C0	x	Bitfield	✓
PointSize	✓	✓	Delta	9498	x	integer	X
PointTable[0...3]	✓	✓	Raster-izer	8080	x	bitfield	X
ProvokingVertex	✓	✓	Delta	9338	x	bitfield	✓
ProvokingVertexMask	✓	✓	Delta	9358	x	bitfield	X
Q1Start	✓	✓	Texture Coord	8430	x	fixed	X
QStart	✓	✓	Texture Coord	83B8	x	fixed	X
RasterizerMode	✓	✓	Raster-izer	80A0	x	Bitfield	X
RasterizerModeAnd	X	✓	Raster-izer	ABA0	x	bitfield	X

Name	Read-back	Write	Unit Name	Offset	Reset Value	Format	Command
RasterizerModeOr	X	✓	Rasterizer	ABA8	x	bitfield	X
RDIndexControl	✓	✓	RAMDAC Control	4038		Integer	
RDIndexedData	✓	✓	RAMDAC Control	4030		Integer	
RDIndexHigh	✓	✓	RAMDAC Control	4028		Integer	
RDIndexLow	✓	✓	RAMDAC Control	4020		Integer	
RDPaletteData	✓	✓	RAMDAC Control	4008		Integer	
RDPaletteReadAddress	✓	✓	RAMDAC Control	4018		Integer	
RDPaletteWriteAddress	✓	✓	RAMDAC Control	4000		Integer	
RDPixelMask	✓	✓	RAMDAC Control	4010		Integer	
RectangleHeight	✓	✓	Delta	94E0	x	float	X
RectanglePosition	✓	✓	2D Set Up	B600	x	integer	X
RemoteMemControl	✓	✓	Memory Control	1100		Integer	
Render	X	✓	Rasterizer	8038	x	Bitfield	✓
Render2D	X	✓	2D Set Up	B640	x	bitfield	X
Render2DGlyph	X	✓	2D Set Up	B648	x	bitfield	X
RenderPatchOffset	✓	✓	2D Set Up	B610	x	bitfield	X
RepeatLine	X	✓	Delta	9328	x	tag	✓
RepeatTriangle	X	✓	Delta	9310	x	tag	✓
ResetPickResult	X	✓	Host Out	8C20	x	tag	✓
ResetStatus			Control Status	0000		integer	
RetainedRender	✓	✓	Host In	B7A0	x	bitfield	✓
RLCount	X	✓	2D Set Up	B678	x	integer	X
RLData	✓	✓	2D Set Up	B670	x	integer	X
RLEMask	✓	✓	Host Out	8C48	x	bitfield	X
RouterMode	✓	✓	Router	8840	x	bitfield	X
RStart	✓	✓	Color DDA	8780	x	fixed	X
S1Start	✓	✓	Texture Coord	8400	x	fixed	X
SaveLineStippleCounters	X	✓	Stipple	81C0	x	tag	✓

Name	Read-back	Write	Unit Name	Offset	Reset Value	Format	Command
ScissorMaxXY	✓	✓	Scissor	8190	x	Bitfield	X
ScissorMinXY	✓	✓	Scissor	8188	x	Bitfield	X
ScissorMode	✓	✓	Scissor	8180	x	Bitfield	X
ScissorModeAnd	X	✓	Scissor	ABB0	x	bitfield	X
ScissorModeOr	X	✓	Scissor	ABB8	x	bitfield	X
ScreenBase	✓	✓	Video Control	3000		integer	
ScreenBaseRight	✓	✓	Video Control	3080		Integer	
ScreenSize	✓	✓	Scissor	8198	x	Bitfield	
ScreenStride	✓	✓	Video Control	3008		Integer	
Security	X	✓	Host In	8908	x	bitfield	X
SetLogicalTexturePage	✓	✓	Texture Read	B360	x	bitfield	X
SizeOfFramebuffer	✓	✓	LB Read, FB Read, FB Write	B0A8	x	integer	X
SStart	✓	✓	Texture Coord	8388	x	fixed	X
StartXDom	✓	X	Raster-izer	8000	x	fixed	X
StartXSub	✓	X	Raster-izer	8010	x	fixed	X
StartY	X	X	Raster-izer	8020	x	fixed	X
StatisticMode	✓	✓	Host Out	8C08	x	bitfield	X
StatisticModeAnd	X	✓	Host Out	AD10	x	bitfield	X
StatisticModeOr	X	✓	Host Out	AD18	x	bitfield	X
Stencil	✓	✓	Stencil	8998	x	bitfield	✓X
StencilData	✓	✓	Stencil	8990	x	bitfield	
StencilDataAnd	X	✓	Stencil	B3E0	x	bitfield	X
StencilDataOr	X	✓	Stencil	B3E8	x	bitfield	X
StencilMode	✓	✓	Stencil	8988	x	bitfield	X
StencilModeAnd	X	✓	Stencil	AC60	x	bitfield	X
StencilModeOr	X	✓	Stencil	AC68	x	bitfield	X
StripeOffsetY	✓	✓	Raster-izer	80C8	x	fixed	X
SuspendUntilFrameBlank	X	✓	Framebuffer Write	8C78	x	bitfield	✓
Sync	X	✓	Host Out	8C40	x	bitfield	✓
T1Start	✓	✓	Texture coord	8418	x	fixed	X
TailPhysicalPage Allocation[0...3]	✓	✓	Texture Read	B4A0	x	integer	X
TexDMAAddress	✓	X	Control Status	0120		integer	

Name	Read-back	Write	Unit Name	Offset	Reset Value	Format	Command
TexFIFOSpace	✓	X	Control Status	0128		integer	
TextRender2DGlyph0	X	✓	Rasterizer	8708	x	bitfield	✓
TextRender2DGlyph1	X	✓	Rasterizer	8718	x	bitfield	✓
TextRender2DGlyph2	X	✓	Rasterizer	8728	x	bitfield	✓
TextRender2DGlyph3	X	✓	Rasterizer	8738	x	bitfield	✓
TextRender2DGlyph4	X	✓	Rasterizer	8748	x	bitfield	✓
TextRender2DGlyph5	X	✓	Rasterizer	8758	x	bitfield	✓
TextRender2DGlyph6	X	✓	Rasterizer	8768	x	bitfield	✓
TextRender2DGlyph7	X	✓	Rasterizer	8778	x	bitfield	✓
TextTGlyphAddr0	X	✓	Rasterizer	8700	x	integer	X
TextTGlyphAddr1	X	✓	Rasterizer	8710	x	integer	X
TextTGlyphAddr2	X	✓	Rasterizer	8720	x	integer	X
TextTGlyphAddr3	X	✓	Rasterizer	8730	x	integer	X
TextTGlyphAddr4	X	✓	Rasterizer	8740	x	integer	X
TextTGlyphAddr5	X	✓	Rasterizer	8750	x	integer	X
TextTGlyphAddr6	X	✓	Rasterizer	8760	x	integer	X
TextTGlyphAddr7	X	✓	Rasterizer	8770	x	integer	X
TextureApplication ModeAnd	X	✓	Texture Application	AC50	x	bitfield	X
TextureApplication ModeOr	X	✓	Texture Application	AC58	x	bitfield	X
TextureApplicationMode	✓	✓	Texture Application	8680	x	bitfield	X
TextureBaseAddr[16]	✓	✓	Texture Read	8500	x	integer	X
TextureCacheControl	✓	✓	Texture	8490	x	bitfield	X
TextureChromaLower0	✓	✓	Color DDA	84F0	x	bitfield	X

Name	Read-back	Write	Unit Name	Offset	Reset Value	Format	Command
TextureChromaLower1	✓	✓	Texture Filter	8608	x	bitfield	X
TextureChromaUpper0	✓	✓	Color DDA	84E8	x	bitfield	X
TextureChromaUpper1	✓	✓	Texture Filter	8600	x	bitfield	X
TextureCompositeAlphaMode0	✓	✓	Texture Composite	B310	x	bitfield	X
TextureCompositeAlphaMode0And	X	✓	Texture Composite	B390	x	bitfield	X
TextureCompositeAlphaMode0Or	X	✓	Texture Composite	B398	x	bitfield	X
TextureCompositeAlphaMode1	✓	✓	Texture Composite	B320	x		X
TextureCompositeAlphaMode1And	X	✓	Texture Composite	B3B0	x	bitfield	X
TextureCompositeAlphaMode1Or	X	✓	Texture Composite	B3B8	x	bitfield	X
TextureCompositeColorMode0	✓	✓	Texture Composite	B308	x	bitfield	X
TextureCompositeColorMode0And	X	✓	Texture Composite	B380	x	bitfield	X
TextureCompositeColorMode0Or	X	✓	Texture Composite	B388	x	bitfield	X
TextureCompositeColorMode1	✓	✓	Texture Composite	B318	x	bitfield	X
TextureCompositeColorMode1And	X	✓	Texture Composite	B3A0	x	bitfield	X
TextureCompositeColorMode1Or	X	✓	Texture Composite	B3A8	x	bitfield	X
TextureCompositeFactor0	✓	✓	Texture Composite	B328	x	bitfield	
TextureCompositeFactor1	✓	✓	Texture Composite	B330	x	bitfield	X

Name	Read-back	Write	Unit Name	Offset	Reset Value	Format	Command
TextureCompositeMode	✓	✓	Texture Composite	B300	x	bitfield	X
TextureCoordMode	✓	✓	Texture coord	8380	x	bitfield	X
TextureCoordModeAnd	X	✓	Texture coord	AC20	x		X
TextureCoordModeOr	X	✓	Texture coord	AC28	x	bitfield	X
TextureData	X	✓	Localbuffer R/W	88E8	x	integer	X
TextureDownloadControl	✓	x	Control Status	0108		bitfield	
TextureDownloadOffset	✓	✓	Localbuffer R/W	88F0	x		X
TextureEnvColor	✓	✓	Texture	8688	x	bitfield	X
TextureFilterMode	✓	✓	Texture	84E0	x	bitfield	X
TextureFilterModeAnd	X	✓	Texture	AD50	x	bitfield	X
TextureFilterModeOr	X	✓	Texture	AD58	x	bitfield	X
TextureIndexMode0	✓	✓	Texture Index	B338	x	bitfield	X
TextureIndexMode0And	X	✓	Texture Index	B3C0	x	bitfield	X
TextureIndexMode0Or	X	✓	Texture Index	B3C8	x	bitfield	X
TextureIndexMode1	✓	✓	Texture Index	B340	x	bitfield	X
TextureIndexMode1And	X	✓	Texture Index	B3D0	x	bitfield	X
TextureIndexMode1Or	X	✓	Texture Index	B3D8	x	bitfield	X
TextureLodBiasS	✓	✓	Texture Index	8450	x	fixed	X
TextureLodBiasT	✓	✓	Texture Index	8458	x	fixed	X
TextureLODScale	✓	✓	Texture coord	9340	x	float	X
TextureLODScale1	✓	✓	Texture coord	9348	x	float	X
TextureMapSize	✓	✓	Texture Read	B428	x	integer	X
TextureMapWidth[16]	✓	✓	Texture Read	8580	x	bitfield	X
TextureOperation	✓	X	Control Status	0110		integer	
TextureReadMode0	✓	✓	Texture Read	B400	x	bitfield	X
TextureReadMode0And	X	✓	Texture Read	AC30	x	bitfield	X

Name	Read-back	Write	Unit Name	Offset	Reset Value	Format	Command
TextureReadMode0Or	X	✓	Texture Read	AC38	x	bitfield	X
TextureReadMode1	✓	✓	Texture Read	B408	x	bitfield	X
TextureReadMode1And	X	✓	Texture Read	AD40	x	bitfield	X
TextureReadMode1Or	X	✓	Texture Read	AD48	x	bitfield	X
TouchLogicalPage	X	✓	Texture Read	B370	x	bitfield	✓
TStart	✓	✓	Texture coord	83A0	x	fixed	X
UpdateLineStippleCounters	X	✓	Stipple	81B8	x	Bitfield	✓
UpdateLogicalTextureInfo	X	✓	Texture Read	B368	x	tag	✓
V0FloatA	✓	✓	Delta	91C0	x	float	X
V0FloatB	✓	✓	Delta	91B8	x	float	X
V0FloatF	✓	✓	Delta	91C8	x	float	X
V0FloatG	✓	✓	Delta	91B0	x	float	X
V0FloatKdB	✓	✓	Delta	9078	x	float	X
V0FloatKdG	✓	✓	Delta	9070	x	float	X
V0FloatKdR	✓	✓	Delta	9068	x	float	X
V0FloatKsB	✓	✓	Delta	9060	x	float	
V0FloatKsG	✓	✓	Delta	9058	x	float	X
V0FloatKsR	✓	✓	Delta	9050	x	float	X
V0FloatPackedColor	X	✓	Delta	91F0	x	bitfield	X
V0FloatPackedDiffuse	X	✓	Delta	9048	x	bitfield	X
V0FloatPackedSpecularFog	X	✓	Delta	91F8	x	bitfield	X
V0FloatQ	✓	✓	Delta	9190	x	float	X
V0FloatQ1	✓	✓	Delta	9010	x	float	X
V0FloatR	✓	✓	Delta	91A8	x	float	X
V0FloatS	✓	✓	Delta	9180	x	float	X
V0FloatS1	✓	✓	Delta	9000	x	float	X
V0FloatT	✓	✓	Delta	9188	x	float	X
V0FloatT1	✓	✓	Delta	9008	x	float	X
V0FloatX	✓	✓	Delta	91D0	x	float	X
V0FloatY	✓	✓	Delta	91D8	x	float	X
V0FloatZ	✓	✓	Delta	91E0	x	float	X
V1FloatA	✓	✓	Delta	9240	x	float	X
V1FloatB	✓	✓	Delta	9238	x	float	X
V1FloatF	✓	✓	Delta	9248	x	float	X
V1FloatG	✓	✓	Delta	9230	x	float	X
V1FloatKdB	✓	✓	Delta	90F8	x	float	X
V1FloatKdG	✓	✓	Delta	90F0	x	float	X
V1FloatKdR	✓	✓	Delta	90E8	x	float	X
V1FloatKsB	✓	✓	Delta	90E0	x	float	X

Name	Read-back	Write	Unit Name	Offset	Reset Value	Format	Command
V1FloatKsG	✓	✓	Delta	90D8	x	float	X
V1FloatKsR	✓	✓	Delta	90D0	x	float	X
V1FloatPackedColor	X	✓	Delta	9270	x	bitfield	X
V1FloatPackedDiffuse	X	✓	Delta	90C8	x	bitfield	X
V1FloatPackedSpecularFog	X	✓	Delta	9278	x	bitfield	X
V1FloatQ	✓	✓	Delta	9210	x	float	X
V1FloatQ1	✓	✓	Delta	9090	x	float	X
V1FloatR	✓	✓	Delta	9228	x	float	X
V1FloatS	✓	✓	Delta	9200	x	float	X
V1FloatS1	✓	✓	Delta	9080	x	float	X
V1FloatT	✓	✓	Delta	9208	x	float	X
V1FloatT1	✓	✓	Delta	9088	x	float	X
V1FloatX	✓	✓	Delta	9250	x	float	X
V1FloatY	✓	✓	Delta	9258	x	float	X
V1FloatZ	✓	✓	Delta	9260	x	float	X
V2FloatA	✓	✓	Delta	92C0	x	float	X
V2FloatB	✓	✓	Delta	92B8	x	float	X
V2FloatF	✓	✓	Delta	92C8	x	float	X
V2FloatG	✓	✓	Delta	92B0	x	float	X
V2FloatKdB	✓	✓	Delta	9178	x	float	X
V2FloatKdG	✓	✓	Delta	9170	x	float	X
V2FloatKdR	✓	✓	Delta	9168	x	float	X
V2FloatKsB	✓	✓	Delta	9160	x	float	X
V2FloatKsG	✓	✓	Delta	9158	x	float	X
V2FloatKsR	✓	✓	Delta	9150	x	float	X
V2FloatPackedColor	X	✓	Delta	92F0	x	bitfield	X
V2FloatPackedDiffuse	X	✓	Delta	9148	x	bitfield	X
V2FloatPackedSpecularFog	X	✓	Delta	92F8	x	bitfield	X
V2FloatQ	✓	✓	Delta	9290	x	float	X
V2FloatQ1	✓	✓	Delta	9110	x	float	X
V2FloatR	✓	✓	Delta	92A8	x	float	X
V2FloatS	✓	✓	Delta	9280	x	float	X
V2FloatS1	✓	✓	Delta	9100	x	float	X
V2FloatT	✓	✓	Delta	9288	x	float	X
V2FloatT1	✓	✓	Delta	9108	x	float	X
V2FloatX	✓	✓	Delta	92D0	x	float	X
V2FloatY	✓	✓	Delta	92D8	x	float	X
V2FloatZ	✓	✓	Delta	92E0	x	float	X
VbEnd	✓	✓	Video Control	3040	x	integer	
VCIkRDacCtl	✓	✓	Control Status	0040	0	bitfield	
Vertex0	X	✓	Host In	B7B8	x	integer	X
Vertex1	X	✓	Host In	B7C0	x	integer	X
Vertex2	X	✓	Host In	B7C8	x	integer	X

Name	Read-back	Write	Unit Name	Offset	Reset Value	Format	Command
VertexBaseAddress	✓	✓	Host In	B708	x	integer	X
VertexControl	✓	✓	Host In	B798	x	bitfield	X
VertexData	X	✓	Host In	B7E8	x	integer	X
VertexData0	X	✓	Host In	B7D0	x	integer	X
VertexData1	X	✓	Host In	B7D8	x	integer	X
VertexData2	X	✓	Host In	B7E0	x	integer	X
VertexFormat	✓	✓	Host In	B790	x	integer	X
VertexLineList	X	✓	Host In	B760	x	integer	X
VertexLineStrip	X	✓	Host In	B768	x	integer	X
VertexPointList	X	✓	Host In	B770	x	integer	X
VertexPolygon	X	✓	Host In	B778	x	integer	X
VertexTagList[0...15]	✓	✓	Host In	B800	x	bitfield	X
VertexTagList[16...31]	✓	✓	Host In	B880	x	bitfield	X
VertexTriangleFan	X	✓	Host In	B750	x	integer	X
VertexTriangleList	X	✓	Host In	B748	x	integer	X
VertexTriangleStrip	X	✓	Host In	B758	x	integer	X
VertexValid	✓	✓	Host In	B788	x	integer	X
VerticalLineCount	✓	X	Video Control	3070		integer	
VideoControl	✓	✓	Video Control	3058		bitfield	
VideoOverlayBase0	✓	✓	Video Overlay Control	3120		bitfield	
VideoOverlayBase1	✓	✓	Video Overlay Control	3128		bitfield	
VideoOverlayBase2	✓	✓	Video Overlay Control	3130		bitfield	
VideoOverlayFieldOffset	✓	✓	Video Overlay Control	3170		bitfield	
VideoOverlayFIFO Control	✓	✓	Video Overlay Control	3110		bitfield	
VideoOverlayHeight	✓	✓	Video Overlay Control	3148		integer	
VideoOverlayIndex	✓	✓	Video Overlay Control	3118		bitfield	
VideoOverlayMode	✓	✓	Video Overlay Control	3108		bitfield	
VideoOverlayOrigin	✓	✓	Video Overlay Control	3150		bitfield	

Name	Read-back	Write	Unit Name	Offset	Reset Value	Format	Command
VideoOverlayShrinkXDelta	✓	✓	Video Overlay Control	3158		bitfield	
VideoOverlayStatus	✓	✓	Video Overlay Control	3178		bitfield	
VideoOverlayStride	✓	✓	Video Overlay Control	3138		integer	
VideoOverlayUpdate	✓	✓	Video Overlay Control	3100		integer	
VideoOverlayWidth	✓	✓	Video Overlay Control	3140		integer	
VideoOverlayYDelta	✓	✓	Video Overlay Control	3168		Integer	
VideoOverlayZoomXDelta	✓	✓	Video Overlay Control	3160		integer	
VSAControl	✓	✓	Video Stream Control	5900		bitfield	
VSACurrentLine	✓	X	Video Stream Control	5910		integer	
VSAFifoControl	✓	✓	Video Stream Control	59B8		bitfield	
VSInterruptLine	✓	✓	Video Stream Control	5908		Integer	
VSATimeStamp0	✓	X	Video Stream Control	59C0		integer	
VSATimeStamp1	✓	X	Video Stream Control	59C8		integer	
VSATimeStamp2	✓	X	Video Stream Control	59D0		integer	
VS AVBIAddress0	✓	✓	Video Stream Control	5978		integer	
VS AVBIAddress1	✓	✓	Video Stream Control	5980		integer	

Name	Read-back	Write	Unit Name	Offset	Reset Value	Format	Command
VSAVBIAddress2	✓	✓	Video Stream Control	5988		integer	
VSAVBIAddressHost	✓	✓	Video Stream Control	5968		integer	
VSAVBIAddressIndex	✓	X	Video Stream Control	5970		integer	
VSAVBIEndData	✓	✓	Video Stream Control	59B0		integer	
VSAVBIEndLine	✓	✓	Video Stream Control	59A0		integer	
VSAVBISartData	✓	✓	Video Stream Control	59A8		integer	
VSAVBISartLine	✓	✓	Video Stream Control	5998		integer	
VSAVBIStride	✓	✓	Video Stream Control	5990		integer	
VSAVideoAddress0	✓	✓	Video Stream Control	5928		integer	
VSAVideoAddress1	✓	✓	Video Stream Control	5930		integer	
VSAVideoAddress2	✓	✓	Video Stream Control	5938		integer	
VSAVideoAddressHost	✓	✓	Video Stream Control	5918		integer	
VSAVideoAddressIndex	✓	✓	Video Stream Control	5920		integer	
VSAVideoEndData	✓	✓	Video Stream Control	5960		integer	
VSAVideoEndLine	✓	✓	Video Stream Control	5950		integer	
VSAVideoStartData	✓	✓	Video Stream Control	5958		integer	

Name	Read-back	Write	Unit Name	Offset	Reset Value	Format	Command
VSAVideoStartLine	✓	✓	Video Stream Control	5948		integer	
VSAVideoStride	✓	✓	Video Stream Control	5940		integer	
VSBControl	✓	✓	Video Stream Control	5A00		bitfield	
VSBCurrentLine	✓	✓	Video Stream Control	5A10		integer	
VSBFifoControl	✓	✓	Video Stream Control	5AB8		bitfield	
VSBIInterruptLine	✓	✓	Video Stream Control	5A08		integer	
VSBVBIAddress0	✓	✓	Video Stream Control	5A78		integer	
VSBVBIAddress1	✓	✓	Video Stream Control	5A80		integer	
VSBVBIAddress2	✓	✓	Video Stream Control	5A88		integer	
VSBVBIAddressHost	✓	✓	Video Stream Control	5A68		integer	
VSBVBIAddressIndex	✓	X	Video Stream Control	5A70	0x2	integer	
VSBVBIEndData	✓	✓	Video Stream Control	5AB0		integer	
VSBVBIEndLine	✓	✓	Video Stream Control	5AA0		integer	
VSBVBIStartData	✓	✓	Video Stream Control	5AA8		integer	
VSBVBIStartLine	✓	✓	Video Stream Control	5A98		integer	
VSBVBIStride	✓	✓	Video Stream Control	5A90		integer	

Name	Read-back	Write	Unit Name	Offset	Reset Value	Format	Command
VSBVideoAddress0	✓	✓	Video Stream Control	5A28		integer	
VSBVideoAddress1	✓	✓	Video Stream Control	5A30		integer	
VSBVideoAddress2	✓	✓	Video Stream Control	5A38		integer	
VSBVideoAddressHost	✓	✓	Video Stream Control	5A18		integer	
VSBVideoAddressIndex	✓	X	Video Stream Control	5A20		integer	
VSBVideoEndData	✓	✓	Video Stream Control	5A60		integer	
VSBVideoEndLine	✓	✓	Video Stream Control	5A50		integer	
VSBVideoStartData	✓	✓	Video Stream Control	5A58		integer	
VSBVideoStartLine	✓	✓	Video Stream Control	5A48		integer	
VSBVideoStride	✓	✓	Video Stream Control	5A40		integer	
VSConfiguration	✓	✓	Video Stream Control	5800		bitfield	
VSDMACommandBase	✓	✓	Video Stream Control	5AC8		integer	
VSDMACommandCount	✓	✓	Video Stream Control	5AD0		integer	
VSDMAMode	✓	✓	Video Stream Control	5AC0		bitfield	
VsEnd	✓	✓	Video Control	3050		integer	
VSSerialBusControl	✓	x	Video Stream Control	5810		bitfield	
VsStart	✓	✓	Video Control	3048		integer	

Name	Read-back	Write	Unit Name	Offset	Reset Value	Format	Command
VSSStatus	✓	X	Video Stream Control	5808		bitfield	
VTGAddress	✓	✓	FB Write	B0B0	x	integer	✓
VTGData	✓	✓	FB Write	B0B8	x	integer	✓
VTotat	✓	✓	Video Control	3038		integer	
WaitForCompletion	X	✓	Raster-izer	80B8	x	Bitfield	✓
Window	✓	✓	Stencil	8980	x	bitfield	X
WindowAnd	X	✓	Stencil	AB80	x	bitfield	X
WindowOr	X	✓	Stencil	AB88	x	bitfield	X
WindowOrigin	✓	✓	Scissor	81C8	x	Bitfield	X
XBias	✓	✓	Delta	9480	x	float	X
YBias	✓	✓	Delta	9488	x	float	X
YLimits	✓	✓	Raster-izer	80A8	x	Bitfield	X
YUVMode	✓	✓	YUV Unit	8F00	x	bitfield	X
ZFogBias	✓	✓	Fog	86B8	x	float	X
Zstart	✓	✓	Fog	ADD8	x	integer	X
ZStartL	✓	✓	Depth & Fog	89B8	x	fixed	X
ZStartU	✓	✓	Depth	89B0	x	fixed	X

6.2 Registers Sorted by Offset

Name	Read-back	Write	Unit Name	Offset	Reset Value	Format	Command
ResetStatus			Control Status	0000		integer	
IntEnable	✓	✓	Control Status	0008		bitfield	
IntFlags	✓	✓	Control Status	0010		bitfield	
InFIFOSpace	✓	X	Control Status	0018		integer	
OutPutFIFOWords	✓	X	Control Status	0020		integer	
ControlDMAAddress	✓	✓	Control Status	0028		integer	
ControlDMACount	✓	✓	Control Status	0030		integer	
ErrorFlags			Control Status	0038		bitfield	
VClkRDacCtl	✓	✓	Control Status	0040	0	bitfield	
ApertureOne	✓	✓	Control Status	0050		bitfield	
ApertureTwo	✓	✓	Control Status	0058		bitfield	
ControlDMAControl	✓	✓	Control Status	0060		bitfield	
FIFODiscon	✓	✓	Control Status	0068		bitfield	
ChipConfig	✓	✓	Control Status	0070		bitfield	
AGPControl	✓	✓	Control Status	0078		bitfield	
GPOutDMAAddress	✓	X	Control Status	0080		integer	
PCIFeedbackCount	✓	X	Control Status	0088		integer	
PCIAbortStatus	✓	X	Control Status	0090		bitfield	
PCIAbortAddress	✓	X	Control Status	0098		integer	
PCIPLLStatus	✓	✓	Control Status	00F0		bitfield	
HostTextureAddress	✓	X	Control Status	0100		integer	
TextureDownloadControl	✓	x	Control Status	0108		bitfield	
TextureOperation	✓	X	Control Status	0110		integer	

Name	Read-back	Write	Unit Name	Offset	Reset Value	Format	Command
LogicalTexturePage	✓	X	Control Status	0118		integer	
TexDMAAddress	✓	X	Control Status	0120		integer	
TexFIFOspace	✓	X	Control Status	0128		integer	
ByAperture1Mode	✓	✓	Bypass Control	0300		Bitfield	
ByAperture1Stride	✓	✓	Bypass Control	0308		Integer	
ByAperture1YStart	✓	✓	Bypass Control	0310		Integer	
ByAperture1UStart	✓	✓	Bypass Control	0318		Integer	
ByAperture1VStart	✓	✓	Bypass Control	0320		Integer	
ByAperture2Mode	✓	✓	Bypass Control	0328		Bitfield	
ByAperture2Stride	✓	✓	Bypass Control	0330		Integer	
ByAperture2YStart	✓	✓	Bypass Control	0338		Integer	
ByAperture2UStart	✓	✓	Bypass Control	0340		Integer	
ByAperture2VStart	✓	✓	Bypass Control	0348		Integer	
ByDMAReadMode	✓	✓	Bypass Control	0350		Bitfield	
ByDMAReadStride	✓	✓	Bypass Control	0358		Integer	
ByDMAReadYStart	✓	✓	Bypass Control	0360		Integer	
ByDMAReadUStart	✓	✓	Bypass Control	0368		Integer	
ByDMAReadVStart	✓	✓	Bypass Control	0370		Integer	
ByDMAReadCommandBase	✓	✓	Bypass Control	0378		Integer	
ByDMAReadCommandCount	✓	✓	Bypass Control	0380		Integer	
ByDMAWriteMode	✓	✓	Bypass Control	0388		Bitfield	
ByDMAWriteStride	✓	✓	Bypass Control	0390		Integer	
ByDMAWriteYStart	✓	✓	Bypass Control	0398		Integer	
ByDMAWriteUStart	✓	✓	Bypass Control	03A0		Integer	
ByDMAWriteVStart	✓	✓	Bypass Control	03A8		Integer	

Name	Read-back	Write	Unit Name	Offset	Reset Value	Format	Command
ByDMAWriteCommandBase	✓	✓	Bypass Control	03B0		Integer	
ByDMAWriteCommandCount	✓	✓	Bypass Control	03B8		Integer	
MemCounter	✓	X	Memory Control	1000		Integer	
MemBypassWriteMask	✓	✓	Memory Control	1008		Integer	
MemScratch	✓	✓	Memory Control	1010		Integer	
LocalMemCaps	✓	✓	Memory Control	1018		Bitfield	
LocalMemTiming	✓	✓	Memory Control	1020		Bitfield	
LocalMemControl	✓	✓	Memory Control	1028		Bitfield	
LocalMemRefresh	✓	✓	Memory Control	1030		Bitfield	
LocalMemPowerDown	✓	✓	Memory Control	1038		Bitfield	
RemoteMemControl	✓	✓	Memory Control	1100		Integer	
ScreenBase	✓	✓	Video Control	3000		integer	
ScreenStride	✓	✓	Video Control	3008		Integer	
HTotal	✓	✓	Video Control	3010		integer	
HgEnd	✓	✓	Video Control	3018		integer	
HbEnd	✓	✓	Video Control	3020		integer	
HsStart	✓	✓	Video Control	3028		integer	
HsEnd	✓	✓	Video Control	3030		integer	
VTotat	✓	✓	Video Control	3038		integer	
VbEnd	✓	✓	Video Control	3040	x	integer	
VsStart	✓	✓	Video Control	3048		integer	
VsEnd	✓	✓	Video Control	3050		integer	
VideoControl	✓	✓	Video Control	3058		bitfield	
InterruptLine	✓	✓	Video Control	3060		integer	
DisplayData			Video Control	3068		bitfield	

Name	Read-back	Write	Unit Name	Offset	Reset Value	Format	Command
VerticalLineCount	✓	X	Video Control	3070		integer	
FifoControl	✓	✓	Video Control	3078		bitfield	
ScreenBaseRight	✓	✓	Video Control	3080		Integer	
MiscControl	✓	✓	Video Control	3088		Bitfield	
VideoOverlayUpdate	✓	✓	Video Overlay Control	3100		integer	
VideoOverlayMode	✓	✓	Video Overlay Control	3108		bitfield	
VideoOverlayFIFO Control	✓	✓	Video Overlay Control	3110		bitfield	
VideoOverlayIndex	✓	✓	Video Overlay Control	3118		bitfield	
VideoOverlayBase0	✓	✓	Video Overlay Control	3120		bitfield	
VideoOverlayBase1	✓	✓	Video Overlay Control	3128		bitfield	
VideoOverlayBase2	✓	✓	Video Overlay Control	3130		bitfield	
VideoOverlayStride	✓	✓	Video Overlay Control	3138		integer	
VideoOverlayWidth	✓	✓	Video Overlay Control	3140		integer	
VideoOverlayHeight	✓	✓	Video Overlay Control	3148		integer	
VideoOverlayOrigin	✓	✓	Video Overlay Control	3150		bitfield	
VideoOverlayShrinkXDelta	✓	✓	Video Overlay Control	3158		bitfield	
VideoOverlayZoomXDelta	✓	✓	Video Overlay Control	3160		integer	
VideoOverlayYDelta	✓	✓	Video Overlay Control	3168		Integer	

Name	Read-back	Write	Unit Name	Offset	Reset Value	Format	Command
VideoOverlayFieldOffset	✓	✓	Video Overlay Control	3170		bitfield	
VideoOverlayStatus	✓	✓	Video Overlay Control	3178		bitfield	
RDPaletteWriteAddress	✓	✓	RAMDAC Control	4000		Integer	
RDPaletteData	✓	✓	RAMDAC Control	4008		Integer	
RDPixelMask	✓	✓	RAMDAC Control	4010		Integer	
RDPaletteReadAddress	✓	✓	RAMDAC Control	4018		Integer	
RDIndexLow	✓	✓	RAMDAC Control	4020		Integer	
RDIndexHigh	✓	✓	RAMDAC Control	4028		Integer	
RDIndexedData	✓	✓	RAMDAC Control	4030		Integer	
RDIndexControl	✓	✓	RAMDAC Control	4038		Integer	
VSConfiguration	✓	✓	Video Stream Control	5800		bitfield	
VSStatus	✓	X	Video Stream Control	5808		bitfield	
VSSerialBusControl	✓	x	Video Stream Control	5810		bitfield	
VSAControl	✓	✓	Video Stream Control	5900		bitfield	
VSAInterruptLine	✓	✓	Video Stream Control	5908		Integer	
VSACurrentLine	✓	X	Video Stream Control	5910		integer	
VSAVideoAddressHost	✓	✓	Video Stream Control	5918		integer	
VSAVideoAddressIndex	✓	✓	Video Stream Control	5920		integer	
VSAVideoAddress0	✓	✓	Video Stream Control	5928		integer	

Name	Read-back	Write	Unit Name	Offset	Reset Value	Format	Command
VSAVideoAddress1	✓	✓	Video Stream Control	5930		integer	
VSAVideoAddress2	✓	✓	Video Stream Control	5938		integer	
VSAVideoStride	✓	✓	Video Stream Control	5940		integer	
VSAVideoStartLine	✓	✓	Video Stream Control	5948		integer	
VSAVideoEndLine	✓	✓	Video Stream Control	5950		integer	
VSAVideoStartData	✓	✓	Video Stream Control	5958		integer	
VSAVideoEndData	✓	✓	Video Stream Control	5960		integer	
VSAVBIAddressHost	✓	✓	Video Stream Control	5968		integer	
VSAVBIAddressIndex	✓	X	Video Stream Control	5970		integer	
VSAVBIAddress0	✓	✓	Video Stream Control	5978		integer	
VSAVBIAddress1	✓	✓	Video Stream Control	5980		integer	
VSAVBIAddress2	✓	✓	Video Stream Control	5988		integer	
VSAVBIStride	✓	✓	Video Stream Control	5990		integer	
VSAVBIStride	✓	✓	Video Stream Control	5990		integer	
VSAVBIStride	✓	✓	Video Stream Control	5998		integer	
VSAVBIStartLine	✓	✓	Video Stream Control	5998		integer	
VSAVBIEndLine	✓	✓	Video Stream Control	59A0		integer	
VSAVBIStartData	✓	✓	Video Stream Control	59A8		integer	

Name	Read-back	Write	Unit Name	Offset	Reset Value	Format	Command
VSAVBIEndData	✓	✓	Video Stream Control	59B0		integer	
VSAFifoControl	✓	✓	Video Stream Control	59B8		bitfield	
VSATimeStamp0	✓	X	Video Stream Control	59C0		integer	
VSATimeStamp1	✓	X	Video Stream Control	59C8		integer	
VSATimeStamp2	✓	X	Video Stream Control	59D0		integer	
VSBControl	✓	✓	Video Stream Control	5A00		bitfield	
VSBIInterruptLine	✓	✓	Video Stream Control	5A08		integer	
VSBCurrentLine	✓	✓	Video Stream Control	5A10		integer	
VSBBVideoAddressHost	✓	✓	Video Stream Control	5A18		integer	
VSBBVideoAddressIndex	✓	X	Video Stream Control	5A20		integer	
VSBBVideoAddress0	✓	✓	Video Stream Control	5A28		integer	
VSBBVideoAddress1	✓	✓	Video Stream Control	5A30		integer	
VSBBVideoAddress2	✓	✓	Video Stream Control	5A38		integer	
VSBBVideoStride	✓	✓	Video Stream Control	5A40		integer	
VSBBVideoStartLine	✓	✓	Video Stream Control	5A48		integer	
VSBBVideoEndLine	✓	✓	Video Stream Control	5A50		integer	

Name	Read-back	Write	Unit Name	Offset	Reset Value	Format	Command
VSBVideoStartData	✓	✓	Video Stream Control	5A58		integer	
VSBVideoEndData	✓	✓	Video Stream Control	5A60		integer	
VSBVBIAddressHost	✓	✓	Video Stream Control	5A68		integer	
VSBVBIAddressIndex	✓	X	Video Stream Control	5A70	0x2	integer	
VSBVBIAddress0	✓	✓	Video Stream Control	5A78		integer	
VSBVBIAddress1	✓	✓	Video Stream Control	5A80		integer	
VSBVBIAddress2	✓	✓	Video Stream Control	5A88		integer	
VSBVBIStride	✓	✓	Video Stream Control	5A90		integer	
VSBVBIStartLine	✓	✓	Video Stream Control	5A98		integer	
VSBVBIEndLine	✓	✓	Video Stream Control	5AA0		integer	
VSBVBIStartData	✓	✓	Video Stream Control	5AA8		integer	
VSBVBIEndData	✓	✓	Video Stream Control	5AB0		integer	
VSBFifoControl	✓	✓	Video Stream Control	5AB8		bitfield	
VSDMAMode	✓	✓	Video Stream Control	5AC0		bitfield	
VSDMACommandBase	✓	✓	Video Stream Control	5AC8		integer	
VSDMACommandCount	✓	✓	Video Stream Control	5AD0		integer	
StartXDom	✓	X	Rasterizer	8000	x	fixed	X

Name	Read-back	Write	Unit Name	Offset	Reset Value	Format	Command
dXDom	✓	X	Rasterizer	8008	x	fixed	X
StartXSub	✓	X	Rasterizer	8010	x	fixed	X
dXSub	✓	X	Rasterizer	8018	x	fixed	X
StartY	X	X	Rasterizer	8020	x	fixed	X
dY	✓	X	Rasterizer	8028	x	fixed	X
Count	✓	X	Rasterizer	8030	x	Integer	X
Render	X	✓	Rasterizer	8038	x	Bitfield	✓
ContinueNewLine	X	✓	Rasterizer	8040	x	Integer	✓
ContinueNewDom	X	✓	Rasterizer	8048	x	Integer	✓
ContinueNewSub	X	✓	Rasterizer	8050	x	Integer	✓
Continue	X	✓	Rasterizer	8058	x	Integer	✓
FlushSpan	X	✓	Rasterizer	8060	x	tag	✓
BitMaskPattern	X	✓	Rasterizer	8068	x	Integer	✓X
PointTable[0...3]	✓	✓	Rasterizer	8080	x	bitfield	X
RasterizerMode	✓	✓	Rasterizer	80A0	x	Bitfield	X
YLimits	✓	✓	Rasterizer	80A8	x	Bitfield	X
WaitForCompletion	X	✓	Rasterizer	80B8	x	Bitfield	✓
PixelSize	✓	✓	Rasterizer	80C0	x	Bitfield	✓
StripeOffsetY	✓	✓	Rasterizer	80C8	x	fixed	X
ScissorMode	✓	✓	Scissor	8180	x	Bitfield	X
ScissorMinXY	✓	✓	Scissor	8188	x	Bitfield	X
ScissorMaxXY	✓	✓	Scissor	8190	x	Bitfield	X
ScreenSize	✓	✓	Scissor	8198	x	Bitfield	
AreaStippleMode	✓	✓	Stipple	81A0	x	Bitfield	X
LineStippleMode	✓	✓	Stipple	81A8	x	Bitfield	
LoadLineStippleCounters	✓	✓	Stipple	81B0	x	Bitfield	✓
UpdateLineStippleCounters	X	✓	Stipple	81B8	x	Bitfield	✓
SaveLineStippleCounters	X	✓	Stipple	81C0	x	tag	✓
WindowOrigin	✓	✓	Scissor	81C8	x	Bitfield	X

Name	Read-back	Write	Unit Name	Offset	Reset Value	Format	Command
AreaStipplePattern[0...15]	✓	✓	Stipple	8200	x	Bitfield	X
AreaStipplePattern[16...31]	✓	✓	Stipple	8280	x	Bitfield	X
FillFBWriteBufferAddr0	X	✓	2D Set Up	8300	x	integer	X
FillFBSourceReadBufferAddr	X	✓	2D Set Up	8308	x	integer	X
FillFBDestReadBufferAddr0	X	✓	2D Set Up	8310	x	integer	X
FillScissorMinXY	X	✓	2D Set Up	8318	x	fixed	X
FillScissorMaxXY	X	✓	2D Set Up	8320	x	fixed	X
FillForegroundColor0	X	✓	2D Set Up	8328	x	integer	X
FillBackgroundColor	X	✓	2D Set Up	8330	x	integer	X
FillConfig2D0	X	✓	2D Set Up	8338	x	bitfield	X
FillFBSourceReadBufferOffset	X	✓	2D Set Up	8340	x	integer	X
FillRectanglePosition	X	✓	2D Set Up	8348	x	integer	X
FillRender2D	X	✓	2D Set Up	8350	x	bitfield	X
FillForegroundColor1	X	✓	2D Set Up	8358	x	integer	X
FillConfig2D1	X	✓	2D Set Up	8360	x	bitfield	
FillGlyphPosition	X	✓	2D Set Up	8368	x	integer	X
TextureCoordMode	✓	✓	Texture coord	8380	x	bitfield	X
SStart	✓	✓	Texture Coord	8388	x	fixed	X
dSdx	✓	✓	Texture coord	8390	x	fixed	X
dSdyDom	✓	✓	Texture coord	8398	x	fixed	X
TStart	✓	✓	Texture coord	83A0	x	fixed	X
dTdx	✓	✓	Texture coord	83A8	x	fixed	X
dTdyDom	✓	✓	Texture coord	83B0	x	fixed	X
QStart	✓	✓	Texture Coord	83B8	x	fixed	X
dQdx	✓	✓	Texture coord	83C0	x	fixed	X

Name	Read-back	Write	Unit Name	Offset	Reset Value	Format	Command
dQdyDom	✓	✓	Texture coord	83C8	x		X
LOD	✓	✓	Texture Index	83D0	x	fixed	X
dSdy	✓	✓	Texture coord	83D8	x	fixed	X
dTdy	✓	✓	Texture coord	83E0	x	fixed	X
DQdy	✓	✓	Texture coord	83E8	x	fixed	X
S1Start	✓	✓	Texture Coord	8400	x	fixed	X
dS1dx	✓	✓	Texture coord	8408	x	fixed	X
dS1dyDom	✓	✓	Texture coord	8410	x	fixed	X
T1Start	✓	✓	Texture coord	8418	x	fixed	X
dT1dx	✓	✓	Texture coord	8420	x	fixed	X
dT1dyDom	✓	✓	Texture coord	8428	x	fixed	X
Q1Start	✓	✓	Texture Coord	8430	x	fixed	X
dQ1dx	✓	✓	Texture coord	8438	x	fixed	X
dQ1dyDom	✓	✓	Texture coord	8440	x	fixed	X
LOD1	✓	✓	Texture Index	8448	x	fixed	X
TextureLodBiasS	✓	✓	Texture Index	8450	x	fixed	X
TextureLodBiasT	✓	✓	Texture Index	8458	x	fixed	X
TextureCacheControl	✓	✓	Texture	8490	x	bitfield	X
BorderColor0	✓	✓	Texture filter	84A8	x	bitfield	X
LUTIndex	✓	✓	LUT	84C0	x	integer	X
LUTData	✓	✓	LUT	84C8	x	integer	X
LUTAddress	✓	✓	Texture Read	84D0	x	integer	X
LUTTransfer	✓	✓	Texture Read	84D8	x	bitfield	X
TextureFilterMode	✓	✓	Texture	84E0	x	bitfield	X
TextureChromaUpper0	✓	✓	Color DDA	84E8	x	bitfield	X
TextureChromaLower0	✓	✓	Color DDA	84F0	x	bitfield	X

Name	Read-back	Write	Unit Name	Offset	Reset Value	Format	Command
BorderColor1	✓	✓	Texture filter	84F8	x	bitfield	X
TextureBaseAddr[16]	✓	✓	Texture Read	8500	x	integer	X
TextureMapWidth[16]	✓	✓	Texture Read	8580	x	bitfield	X
TextureChromaUpper1	✓	✓	Texture Filter	8600	x	bitfield	X
TextureChromaLower1	✓	✓	Texture Filter	8608	x	bitfield	X
TextureApplicationMode	✓	✓	Texture Application	8680	x	bitfield	X
TextureEnvColor	✓	✓	Texture	8688	x	bitfield	X
FogMode	✓	✓	Fog	8690	x	bitfield	X
FogColor	✓	✓	Fog	8698	x	fixed	X
FStart	✓	✓	Fog	86A0	x	fixed	X
dFdx	✓	✓	Fog	86A8	x	fixed	X
dFdyDom	✓	✓	Fog	86B0	x	fixed	X
ZFogBias	✓	✓	Fog	86B8	x	float	X
KsStart	✓	✓	Texture	86C8	x	fixed	X
dKsdx	✓	✓	Texture	86D0	x	fixed	X
dKsdyDom	✓	✓	Texture	86D8	x	fixed	X
KdStart	✓	✓	Texture	86E0	x	fixed	X
TextTGlyphAddr0	X	✓	Rasterizer	8700	x	integer	X
TextRender2DGlyph0	X	✓	Rasterizer	8708	x	bitfield	✓
TextTGlyphAddr1	X	✓	Rasterizer	8710	x	integer	X
TextRender2DGlyph1	X	✓	Rasterizer	8718	x	bitfield	✓
TextTGlyphAddr2	X	✓	Rasterizer	8720	x	integer	X
TextRender2DGlyph2	X	✓	Rasterizer	8728	x	bitfield	✓
TextTGlyphAddr3	X	✓	Rasterizer	8730	x	integer	X
TextRender2DGlyph3	X	✓	Rasterizer	8738	x	bitfield	✓
TextTGlyphAddr4	X	✓	Rasterizer	8740	x	integer	X
TextRender2DGlyph4	X	✓	Rasterizer	8748	x	bitfield	✓
TextTGlyphAddr5	X	✓	Rasterizer	8750	x	integer	X
TextRender2DGlyph5	X	✓	Rasterizer	8758	x	bitfield	✓

Name	Read-back	Write	Unit Name	Offset	Reset Value	Format	Command
TextTGlyphAddr6	X	✓	Rasterizer	8760	x	integer	X
TextRender2DGlyph6	X	✓	Rasterizer	8768	x	bitfield	✓
TextTGlyphAddr7	X	✓	Rasterizer	8770	x	integer	X
TextRender2DGlyph7	X	✓	Rasterizer	8778	x	bitfield	✓
RStart	✓	✓	Color DDA	8780	x	fixed	X
dRdx	✓	✓	Color DDA	8788	x	fixed	X
dRdyDom	✓	✓	Color DDA Delta	8790	x	fixed	X
GStart	✓	✓	Color DDA	8798	x	fixed	X
dGdx	✓	✓	Color DDA	87A0	x	fixed	X
dGdyDom	✓	✓	Color DDA	87A8	x	fixed	X
BStart	✓	✓	Color DDA	87B0	x	fixed	X
dBdx	✓	✓	Color DDA	87B8	x	fixed	X
dBdyDom	✓	✓	Color DDA	87C0	x	fixed	X
AStart	✓	✓	Color DDA	87C8	x	fixed	X
dAdx	✓	✓	Color DDA	87D0	x	fixed	X
dAdyDom	✓	✓	Color DDA	87D8	x	fixed	
ColorDDAMode	✓	✓	Color DDA	87E0	x	bitfield	
ConstantColor	✓	✓	Color DDA	87E8	x	bitfield	
Color	✓	✓		87F0	x	bitfield	
AlphaTestMode	✓	✓	Alpha Blend & Alpha Test	8800	x	bitfield	X
AntialiasMode	✓	✓	Alpha test	8808	x	bitfield	X
DitherMode	✓	✓	Dither	8818	x	bitfield	X
FBSoftwareWriteMask	✓	✓	Logic Ops	8820	x	integer	X
LogicalOpMode	✓	✓	Logic Op	8828	x	bitfield	X
RouterMode	✓	✓	Router	8840	x	bitfield	X

Name	Read-back	Write	Unit Name	Offset	Reset Value	Format	Command
LBReadFormat	✓	✓	LB Read	8888	x	bitfield	X
LBStencil	X	✓	Host Out	88A8	x	bitfield	X
LBDepth	X	✓	LB Read/Host Out	88B0	x	integer	X
LBWriteMode	✓	✓	LB Write	88C0	x	bitfield	X
LBWriteFormat	✓	✓	LB Write	88C8	x	bitfield	X
TextureData	X	✓	Localbuffer R/W	88E8	x	integer	X
TextureDownloadOffset	✓	✓	Localbuffer R/W	88F0	x		X
HostInID	✓	✓	Host In	8900	x		X
Security	X	✓	Host In	8908	x	bitfield	X
FlushWriteCombining	X	✓	Host In	8910	x	integer	X
HostInState	✓	✓	Host In	8918	x	integer	X
HostInDMAAddress	✓	X	Host In	8938	x	integer	X
HostInState2	✓	✓	Host In	8940	x	integer	X
Window	✓	✓	Stencil	8980	x	bitfield	X
StencilMode	✓	✓	Stencil	8988	x	bitfield	X
StencilData	✓	✓	Stencil	8990	x	bitfield	
Stencil	✓	✓	Stencil	8998	x	bitfield	✓X
DepthMode	✓	✓	Depth	89A0	x	bitfield	X
Depth	✓	✓	Depth	89A8	x	integer	✓X
ZStartU	✓	✓	Depth	89B0	x	fixed	X
ZStartL	✓	✓	Depth & Fog	89B8	x	fixed	X
dZdxU	✓	✓	Depth & Fog	89C0	x	fixed	X
dZdxL	✓	✓	Depth & Fog	89C8	x	fixed	X
dZdyDomU	✓	✓	Depth & Fog	89D0	x	fixed	X
dZdyDomL	✓	✓	Depth & Fog	89D8	x	bitfield	X
FastClearDepth	✓	✓	Depth	89E0	x	integer	X
FBColor	0	X	FB Write	8A98	x	n/a	X
FBWriteMode	✓	✓	FB Write	8AB8	x	bitfield	
FBHardwareWriteMask	✓	✓	FB Write	8AC0	x	mask	X
FBBlockColor	✓	X	FB Read	8AC8	x	integer	X
FilterMode	✓	✓	Host Out	8C00	x	bitfield	X
StatisticMode	✓	✓	Host Out	8C08	x	bitfield	X
MinRegion	✓	✓	Host Out	8C10	x	bitfield	X
MaxRegion	✓	✓	Host Out	8C18	x	bitfield	
ResetPickResult	X	✓	Host Out	8C20	x	tag	✓
MinHitRegion	X	✓	Host Out	8C28	x	bitfield	✓
MaxHitRegion	X	✓	Host Out	8C30	x	bitfield	✓

Name	Read-back	Write	Unit Name	Offset	Reset Value	Format	Command
PickResult	X	✓	Host Out	8C38	x	bitfield	✓
Sync	X	✓	Host Out	8C40	x	bitfield	✓
RLEMask	✓	✓	Host Out	8C48	x	bitfield	X
SuspendUntilFrameBlank	X	✓	Framebuffer Write	8C78	x	bitfield	✓
KsRStart	✓	✓	Texture Application	8C80	x	fixed	X
dKsRdx	✓	✓	Texture	8C88	x	fixed	X
dKsRdyDom	✓	✓	Texture	8C90	x	fixed	X
KsGStart	✓	✓	Texture Application	8C98	x	fixed	X
dKsGdx	✓	✓	Texture	8CA0	x	fixed	X
dKsGdyDom	✓	✓	Texture	8CA8	x	fixed	X
KsBStart	✓	✓	Texture Application	8CB0	x	fixed	X
dKsBdx	✓	✓	Texture	8CB8	x	fixed	X
dKsBdyDom	✓	✓	Texture	8CC0	x	fixed	X
KdRStart	✓	✓	Texture	8D00	x	fixed	X
dKdRdx	✓	✓	Texture	8D08	x	fixed	X
dKdRdyDom	✓	✓	Texture	8D10	x	fixed	X
KdGStart	✓	✓	Texture	8D18	x	fixed	X
dKdGdx	✓	✓	Texture	8D20	x	fixed	X
dKdGdyDom	✓	✓	Texture	8D28	x	fixed	X
KdBStart	✓	✓	Texture	8D30	x	fixed	X
dKdBdx	✓	✓	Texture	8D38	x	fixed	X
dKdBdyDom	✓	✓	Texture	8D40	x	fixed	X
ContextDump	X	✓	Global	8DC0	x	bitfield	✓
ContextRestore	X	✓	Global	8DC8	x	bitfield	✓
ContextData	X	✓	Global	8DD0	x	bitfield	X
LUT[0...15]	✓	✓	LUT	8E80	x	bitfield	X
YUVMode	✓	✓	YUV Unit	8F00	x	bitfield	X
ChromaUpper	✓	✓	Color DDA & Alpha Blend	8F08	x	bitfield	X
ChromaLower	✓	✓	Color DDA & Alpha Blend	8F10	x	bitfield	X
ChromaTestMode	✓	✓	Color DDA & Alpha Blend	8F18	x	bitfield	X
FeedbackX		✓	Host Out	8F88	x	integer	X

Name	Read-back	Write	Unit Name	Offset	Reset Value	Format	Command
FeedbackY		✓	Host Out	8F90	x	integer	X
EndOfFeedback	✓	✓	Host Out	8FF8	x	unused	X
V0FloatS1	✓	✓	Delta	9000	x	float	X
V0FloatT1	✓	✓	Delta	9008	x	float	X
V0FloatQ1	✓	✓	Delta	9010	x	float	X
V0FloatPackedDiffuse	X	✓	Delta	9048	x	bitfield	X
V0FloatKsR	✓	✓	Delta	9050	x	float	X
V0FloatKsG	✓	✓	Delta	9058	x	float	X
V0FloatKsB	✓	✓	Delta	9060	x	float	
V0FloatKdR	✓	✓	Delta	9068	x	float	X
V0FloatKdG	✓	✓	Delta	9070	x	float	X
V0FloatKdB	✓	✓	Delta	9078	x	float	X
V1FloatS1	✓	✓	Delta	9080	x	float	X
V1FloatT1	✓	✓	Delta	9088	x	float	X
V1FloatQ1	✓	✓	Delta	9090	x	float	X
V1FloatPackedDiffuse	X	✓	Delta	90C8	x	bitfield	X
V1FloatKsR	✓	✓	Delta	90D0	x	float	X
V1FloatKsG	✓	✓	Delta	90D8	x	float	X
V1FloatKsB	✓	✓	Delta	90E0	x	float	X
V1FloatKdR	✓	✓	Delta	90E8	x	float	X
V1FloatKdG	✓	✓	Delta	90F0	x	float	X
V1FloatKdB	✓	✓	Delta	90F8	x	float	X
V2FloatS1	✓	✓	Delta	9100	x	float	X
V2FloatT1	✓	✓	Delta	9108	x	float	X
V2FloatQ1	✓	✓	Delta	9110	x	float	X
V2FloatPackedDiffuse	X	✓	Delta	9148	x	bitfield	X
V2FloatKsR	✓	✓	Delta	9150	x	float	X
V2FloatKsG	✓	✓	Delta	9158	x	float	X
V2FloatKsB	✓	✓	Delta	9160	x	float	X
V2FloatKdR	✓	✓	Delta	9168	x	float	X
V2FloatKdG	✓	✓	Delta	9170	x	float	X
V2FloatKdB	✓	✓	Delta	9178	x	float	X
V0FloatS	✓	✓	Delta	9180	x	float	X
V0FloatT	✓	✓	Delta	9188	x	float	X
V0FloatQ	✓	✓	Delta	9190	x	float	X
V0FloatR	✓	✓	Delta	91A8	x	float	X
V0FloatG	✓	✓	Delta	91B0	x	float	X
V0FloatB	✓	✓	Delta	91B8	x	float	X
V0FloatA	✓	✓	Delta	91C0	x	float	X
V0FloatF	✓	✓	Delta	91C8	x	float	X
V0FloatX	✓	✓	Delta	91D0	x	float	X
V0FloatY	✓	✓	Delta	91D8	x	float	X
V0FloatZ	✓	✓	Delta	91E0	x	float	X
V0FloatPackedColor	X	✓	Delta	91F0	x	bitfield	X

Name	Read-back	Write	Unit Name	Offset	Reset Value	Format	Command
V0FloatPackedSpecularFog	X	✓	Delta	91F8	x	bitfield	X
V1FloatS	✓	✓	Delta	9200	x	float	X
V1FloatT	✓	✓	Delta	9208	x	float	X
V1FloatQ	✓	✓	Delta	9210	x	float	X
V1FloatR	✓	✓	Delta	9228	x	float	X
V1FloatG	✓	✓	Delta	9230	x	float	X
V1FloatB	✓	✓	Delta	9238	x	float	X
V1FloatA	✓	✓	Delta	9240	x	float	X
V1FloatF	✓	✓	Delta	9248	x	float	X
V1FloatX	✓	✓	Delta	9250	x	float	X
V1FloatY	✓	✓	Delta	9258	x	float	X
V1FloatZ	✓	✓	Delta	9260	x	float	X
V1FloatPackedColor	X	✓	Delta	9270	x	bitfield	X
V1FloatPackedSpecularFog	X	✓	Delta	9278	x	bitfield	X
V2FloatS	✓	✓	Delta	9280	x	float	X
V2FloatT	✓	✓	Delta	9288	x	float	X
V2FloatQ	✓	✓	Delta	9290	x	float	X
V2FloatR	✓	✓	Delta	92A8	x	float	X
V2FloatG	✓	✓	Delta	92B0	x	float	X
V2FloatB	✓	✓	Delta	92B8	x	float	X
V2FloatA	✓	✓	Delta	92C0	x	float	X
V2FloatF	✓	✓	Delta	92C8	x	float	X
V2FloatX	✓	✓	Delta	92D0	x	float	X
V2FloatY	✓	✓	Delta	92D8	x	float	X
V2FloatZ	✓	✓	Delta	92E0	x	float	X
V2FloatPackedColor	X	✓	Delta	92F0	x	bitfield	X
V2FloatPackedSpecularFog	X	✓	Delta	92F8	x	bitfield	X
DeltaMode	✓	✓	Delta	9300	x	bitfield	X
DrawTriangle	X	✓	Delta	9308	x	bitfield	✓
RepeatTriangle	X	✓	Delta	9310	x	tag	✓
DrawLine0	X	✓	Delta	9318	x	fixed	✓
DrawLine1	X	✓	Delta	9320	x	fixed	✓
RepeatLine	X	✓	Delta	9328	x	tag	✓
DrawPoint	X	✓	Delta	9330	x	bitfield	✓
ProvokingVertex	✓	✓	Delta	9338	x	bitfield	✓
TextureLODScale	✓	✓	Texture coord	9340	x	float	X
TextureLODScale1	✓	✓	Texture coord	9348	x	float	X
DeltaControl	✓	✓	Delta	9350	x	bitfield	X
ProvokingVertexMask	✓	✓	Delta	9358	x	bitfield	X
XBias	✓	✓	Delta	9480	x	float	X
YBias	✓	✓	Delta	9488	x	float	X
PointSize	✓	✓	Delta	9498	x	integer	X

Name	Read-back	Write	Unit Name	Offset	Reset Value	Format	Command
AAPointSize	✓	✓	Delta	94A0	x	float	X
LineMode	✓	✓	Delta	94A8	x	bitfield	X
LineWidth	✓	✓	Delta	94B0	x	integer	X
LineWidthOffset	✓	✓	Delta	94B8	x	integer	X
AALineWidth	✓	✓	Delta	94C0	x	float	X
RectangleHeight	✓	✓	Delta	94E0	x	float	X
LineCoord0	X	✓	Delta	9760	x	bitfield	X
DrawLine2D10	X	✓	Delta	9768	x	bitfield	✓
LineCoord1	X	✓	Delta	9770	x	bitfield	X
DrawLine2D01	X	✓	Delta	9778	x	bitfield	✓
DMAAddr	X	✓	Host In	A980	x	integer	X
DMACount	X	✓	Host In	A988	x	integer	X
Command Interrupt	X	✓	Host In	A990	x	bitfield	X
DMARectangle Read	X	✓	Host In	A9A8	x	bitfield	X
DMARectangleReadAddress	✓	✓	Host In	A9B0	x	integer	X
DMARectangleRead LinePitch	✓	✓	Host In	A9B8	x	integer	X
DMARectangleRead Target	✓	✓	Host In	A9C0	x	bitfield	X
DMARectangleWrite	X	✓	Host In	A9C8	x	bitfield	X
DMARectangleWrite Address	✓	✓	Host In	A9D0	x	integer	X
DMARectangleWriteLinePitch	✓	✓	Host In	A9D8	x	integer	X
DMAOutput Address	X	✓	Host In	A9E0	x	integer	X
DMAOutputCount	X	✓	Host In	A9E8	x	integer	X
DMAContinue	X	✓	Host In	A9F8	x	integer	✓
DMAFeedback	X	✓	Host In	AA10	x	integer	X
DeltaModeAnd	X	✓	Delta	AAD0	x	bitfield	X
DeltaModeOr	X	✓	Delta	AAD8	x	bitfield	X
LineModeAnd	X	✓	Delta	AAF0	x	bitfield	X
LineModeOr	X	✓	Delta	AAF8	x	bitfield	X
DeltaControlAnd	X	✓	Delta	AB20	x	bitfield	X
DeltaControlOr	X	✓	Delta	AB28	x	bitfield	X
WindowAnd	X	✓	Stencil	AB80	x	bitfield	X
WindowOr	X	✓	Stencil	AB88	x	bitfield	X
RasterizerModeAnd	X	✓	Raster-izer	ABA0	x	bitfield	X
RasterizerModeOr	X	✓	Raster-izer	ABA8	x	bitfield	X
ScissorModeAnd	X	✓	Scissor	ABB0	x	bitfield	X
ScissorModeOr	X	✓	Scissor	ABB8	x	bitfield	X
LineStippleModeAnd	X	✓	Stipple	ABC0	x	bitfield	X
LineStippleModeOr	X	✓	Stipple	ABC8	x	bitfield	X
AreaStippleModeAnd	X	✓	Stipple	ABD0	x	bitfield	X
AreaStippleModeOr	X	✓	Stipple	ABD8	x	bitfield	X
ColorDDAModeAnd	X	✓	Color DDA	ABE0	x	bitfield	X

Name	Read-back	Write	Unit Name	Offset	Reset Value	Format	Command
ColorDDAModeOr	X	✓	Color DDA	ABE8	x	bitfield	X
AlphaTestModeAnd	X	✓	Alpha Blend & Alpha Test	ABF0	x	bitfield	X
AlphaTestModeOr	X	✓	Alpha Blend & Alpha Test	ABF8	x	bitfield	X
AntialiasModeAnd	X	✓	Alpha test	AC00	x	bitfield	X
AntialiasModeOr	X	✓	Alpha test	AC08	x	bitfield	X
FogModeAnd	X	✓	Fog	AC10	x	bitfield	X
FogModeOr	X	✓	Fog	AC18	x	bitfield	X
TextureCoordModeAnd	X	✓	Texture coord	AC20	x		X
TextureCoordModeOr	X	✓	Texture coord	AC28	x	bitfield	X
TextureReadMode0And	X	✓	Texture Read	AC30	x	bitfield	X
TextureReadMode0Or	X	✓	Texture Read	AC38	x	bitfield	X
TextureApplication ModeAnd	X	✓	Texture Application	AC50	x	bitfield	X
TextureApplication ModeOr	X	✓	Texture Application	AC58	x	bitfield	X
StencilModeAnd	X	✓	Stencil	AC60	x	bitfield	X
StencilModeOr	X	✓	Stencil	AC68	x	bitfield	X
DepthModeAnd	X	✓	Depth	AC70	x	bitfield	X
DepthModeOr	X	✓	Depth	AC78	x	bitfield	X
LBWriteModeAnd	X	✓	LB Write	AC80	x	bitfield	X
LBWriteModeOr	X	✓	LB Write	AC88	x	bitfield	X
FBDestReadModeAnd	X	✓	FB Read	AC90	x	bitfield	X
FBDestReadModeOr	X	✓	FB Read	AC98	x	bitfield	X
FBSourceReadModeAnd	X	✓	FB Read	ACA0	x	bitfield	X
FBSourceReadModeOr	X	✓	FB Read	ACA8	x	bitfield	X
AlphaBlendColorModeAnd	X	✓	Alpha blend	ACB0	x	bitfield	X
AlphaBlendColorModeOr	X	✓	Alpha blend	ACB8	x	bitfield	X
ChromaTestModeAnd	X	✓	Color DDA & Alpha Blend	ACC0	x	bitfield	X

Name	Read-back	Write	Unit Name	Offset	Reset Value	Format	Command
ChromaTestModeOr	X	✓	Color DDA & Alpha Blend	ACC8	x	bitfield	X
DitherModeAnd	X	✓	Dither	ACD0	x	bitfield	X
DitherModeOr	X	✓	Dither	ACD8	x	bitfield	X
LogicalOpModeAnd	X	✓	Logic Op	ACE0	x	bitfield	X
LogicalOpModeOr	X	✓	Logic Op	ACE8	x	bitfield	X
FBWriteModeAnd	X	✓	FB Write	ACF0	x	bitfield	X
FBWriteModeOr	X	✓	FB Write	ACF8	x	bitfield	X
FilterModeAnd	X	✓	Host Out	AD00	x	bitfield	X
FilterModeOr	X	✓	Host Out	AD08	x	bitfield	X
StatisticModeAnd	X	✓	Host Out	AD10	x	bitfield	X
StatisticModeOr	X	✓	Host Out	AD18	x	bitfield	X
FBDestReadEnablesAnd	X	✓	FB Read	AD20	x	bitfield	X
FBDestReadEnablesOr	X	✓	FB Read	AD28	x	bitfield	X
AlphaBlendAlphaModeAnd	X	✓	Alpha blend	AD30	x	bitfield	X
AlphaBlendAlphaModeOr	X	✓	Alpha blend	AD38	x	bitfield	X
TextureReadMode1And	X	✓	Texture Read	AD40	x	bitfield	X
TextureReadMode1Or	X	✓	Texture Read	AD48	x	bitfield	X
TextureFilterModeAnd	X	✓	Texture	AD50	x	bitfield	X
TextureFilterModeOr	X	✓	Texture	AD58	x	bitfield	X
LUTModeAnd	X	✓	LUT	AD70	x	bitfield	X
LUTModeOr	X	✓	LUT	AD78	x	bitfield	X
Zstart	✓	✓	Fog	ADD8	x	integer	X
FBDestReadBufferAddr[0...3]	✓	✓	FB Read	AE80	x	integer	X
FBDestReadBufferOffset[0...3]	✓	✓	FB Read	AEA0	x	integer	X
FBDestReadBufferWidth[0...3]	✓	✓	FB Read	AEC0	x	integer	X
FBDestReadMode	✓	✓	FB Read	AEE0	x	bitfield	X
FBDestReadEnables	✓	✓	FB Read	AEE8	x	bitfield	X
FBSourceReadMode	✓	✓	FB Read	AF00	x	bitfield	X
FBSourceReadBufferAddr	✓	✓	FB Read	AF08	x	integer	X
FBSourceReadBufferOffset	✓	✓	FB Read	AF10	x	integer	X
FBSourceReadBufferWidth	✓	✓	FB Read	AF18	x	integer	X
AlphaSourceColor	✓	✓	Alpha blend	AF80	x	integer	X
AlphaDestColor	✓	✓	Alpha blend	AF88	x	bitfield	X
ChromaPassColor	✓	✓	Color DDA & Alpha Blend	AF90	x	bitfield	X

Name	Read-back	Write	Unit Name	Offset	Reset Value	Format	Command
ChromaFailColor	✓	✓	Color DDA & Alpha Blend	AF98	x	bitfield	X
AlphaBlendColorMode	✓	✓	Alpha blend	AFA0	x	bitfield	X
AlphaBlendAlphaMode	✓	✓	Alpha blend	AFA8	x	bitfield	X
ConstantColorDDA	x	✓	Color DDA	AFB0	x	bitfield	X
FBWriteBufferAddr[0...3]	✓	✓	FB Write	B000	x	integer	X
FBWriteBufferOffset[0...3]	✓	✓	FB Write	B020	x	integer	X
FBWriteBufferWidth[0...3]	✓	✓	FB Write	B040	x	integer	X
FBBlockColor[0...3]	✓	✓	FB Write	B060	x	integer	X
FBBlockColorBack[0...3]	✓	✓	FB Write	B080	x	integer	X
FBBlockColorBack	✓	✓	FB Write	B0A0	x	integer	X
SizeOfFramebuffer	✓	✓	LB Read, FB Read, FB Write	B0A8	x	integer	X
VTGAddress	✓	✓	FB Write	B0B0	x	integer	✓
VTGData	✓	✓	FB Write	B0B8	x	integer	✓
ForegroundColor	✓	✓	Logic Ops	B0C0	x	integer	X
BackgroundColor	✓	✓	Logic Ops	B0C8	x	integer	X
FogTable[0...15]	✓	✓	Fog	B100	x	bitfield	X
FogTable[16...31]	✓	✓	Fog	B180	x	bitfield	X
FogTable[32...47]	✓	✓	Fog	B200	x	bitfield	X
FogTable[48...63]	✓	✓	Fog	B280	x	bitfield	X
TextureCompositeMode	✓	✓	Texture Composite	B300	x	bitfield	X
TextureCompositeColorMode0	✓	✓	Texture Composite	B308	x	bitfield	X
TextureCompositeAlphaMode0	✓	✓	Texture Composite	B310	x	bitfield	X
TextureCompositeColorMode1	✓	✓	Texture Composite	B318	x	bitfield	X
TextureCompositeAlphaMode1	✓	✓	Texture Composite	B320	x		X
TextureCompositeFactor0	✓	✓	Texture Composite	B328	x	bitfield	

Name	Read-back	Write	Unit Name	Offset	Reset Value	Format	Command
TextureCompositeFactor1	✓	✓	Texture Composite	B330	x	bitfield	X
TextureIndexMode0	✓	✓	Texture Index	B338	x	bitfield	X
TextureIndexMode1	✓	✓	Texture Index	B340	x	bitfield	X
LodRange0	✓	✓	Texture Index	B348	x	bitfield	X
LodRange1	✓	✓	Texture Index	B350	x	fixed	X
InvalidateCache	X	✓	Texture Read	B358	x	bitfield	✓
SetLogicalTexturePage	✓	✓	Texture Read	B360	x	bitfield	X
UpdateLogicalTextureInfo	X	✓	Texture Read	B368	x	tag	✓
TouchLogicalPage	X	✓	Texture Read	B370	x	bitfield	✓
LUTMode	✓	✓	LUT	B378	x	bitfield	X
TextureCompositeColorMode0And	X	✓	Texture Composite	B380	x	bitfield	X
TextureCompositeColorMode0Or	X	✓	Texture Composite	B388	x	bitfield	X
TextureCompositeAlphaMode0And	X	✓	Texture Composite	B390	x	bitfield	X
TextureCompositeAlphaMode0Or	X	✓	Texture Composite	B398	x	bitfield	X
TextureCompositeColorMode1And	X	✓	Texture Composite	B3A0	x	bitfield	X
TextureCompositeColorMode1Or	X	✓	Texture Composite	B3A8	x	bitfield	X
TextureCompositeAlphaMode1And	X	✓	Texture Composite	B3B0	x	bitfield	X
TextureCompositeAlphaMode1Or	X	✓	Texture Composite	B3B8	x	bitfield	X
TextureIndexMode0And	X	✓	Texture Index	B3C0	x	bitfield	X
TextureIndexMode0Or	X	✓	Texture Index	B3C8	x	bitfield	X

Name	Read-back	Write	Unit Name	Offset	Reset Value	Format	Command
TextureIndexMode1And	X	✓	Texture Index	B3D0	x	bitfield	X
TextureIndexMode1Or	X	✓	Texture Index	B3D8	x	bitfield	X
StencilDataAnd	X	✓	Stencil	B3E0	x	bitfield	X
StencilDataOr	X	✓	Stencil	B3E8	x	bitfield	X
TextureReadMode0	✓	✓	Texture Read	B400	x	bitfield	X
TextureReadMode1	✓	✓	Texture Read	B408	x	bitfield	X
TextureMapSize	✓	✓	Texture Read	B428	x	integer	X
HeadPhysicalPage Allocation[0...3]	✓	✓	Texture Read	B480	x	integer	X
TailPhysicalPage Allocation[0...3]	✓	✓	Texture Read	B4A0	x	integer	X
PhysicalPageAllocationTableAddr	✓	✓	Texture Read	B4C0	x	integer	X
BasePageOfWorking Set	✓	✓	Texture Read	B4C8	x	integer	X
LogicalTexturePage TableAddr	✓	✓	Texture Read	B4D0	x	integer	X
LogicalTexturePage TableLength	✓	✓	Texture Read	B4D8	x	integer	X
BasePageOfWorking SetHost	✓	✓	Texture Read	B4E0	x	integer	X
LBDestReadMode	✓	✓	LB Read	B500	x	integer	X
LBDestReadEnables	✓	✓	LB Read	B508	x	bitfield	X
LBDestReadBufferAddr	✓	✓	LB Read	B510	x	integer	
LBDestReadBufferOffset	✓	✓	LB Read	B518	x	integer	
LBSourceReadMode	✓	✓	LB Read	B520	x	integer	X
LBSourceReadBufferAddr	✓	✓	LB Read	B528	x	integer	X
LBSourceReadBufferOffset	✓	✓	LB Read	B530	x	bitfield	X
GIDMode	✓	✓	LB Read	B538	x	bitfield	X
LBWriteBufferAddr	✓	✓	LB Write	B540	x	integer	X
LBWriteBufferOffset	✓	✓	LB Write	B548	x	integer	X
LBClearDataL	✓	✓	LB Read	B550	x	integer	X
LBClearDataU	✓	✓	LB Read	B558	x	integer	X
LBDestReadModeAnd	X	✓	LB Read	B580	x	bitfield	X
LBDestReadModeOr	X	✓	LB Read	B588	x	bitfield	X
LBDestReadEnables And	X	✓	LB Read	B590	x	bitfield	X
LBDestReadEnables Or	X	✓	LB Read	B598	x	bitfield	X
LBSourceReadMode And	X	✓	LB Read	B5A0	x	bitfield	X
LBSourceReadModeOr	X	✓	LB Read	B5A8	x	bitfield	X
GIDModeAnd	X	✓	LB Read	B5B0	x	bitfield	X
GIDModeOr	X	✓	LB Read	B5B8	x	bitfield	X

Name	Read-back	Write	Unit Name	Offset	Reset Value	Format	Command
RectanglePosition	✓	✓	2D Set Up	B600	x	integer	X
GlyphPosition	✓	✓	2D Set Up	B608	x	integer	X
RenderPatchOffset	✓	✓	2D Set Up	B610	x	bitfield	X
Config2D	X	✓	Global	B618	x	bitfield	X
Packed8Pixels	X	✓	2D Set Up	B630	x	integer	✓
Packed16Pixels	X	✓	2D Set Up	B638	x	integer	✓
Render2D	X	✓	2D Set Up	B640	x	bitfield	X
Render2DGlyph	X	✓	2D Set Up	B648	x	bitfield	X
DownloadTarget	✓	✓	2D Set Up	B650	x		✓
DownloadGlyphWidth	✓	✓	2D Set Up	B658	x	integer	X
GlyphData	X	✓	2D Set Up	B660	x	integer	X
Packed4Pixels	X	✓	2D Set Up	B668	x	integer	✓
RLData	✓	✓	2D Set Up	B670	x	integer	X
RLCount	X	✓	2D Set Up	B678	x	integer	X
IndexBaseAddress	✓	✓	Host In	B700	x	integer	X
VertexBaseAddress	✓	✓	Host In	B708	x	integer	X
IndexedTriangleList	X	✓	Host In	B710	x	integer	X
IndexedTriangleFan	X	✓	Host In	B718	x	integer	X
IndexedTriangleStrip	X	✓	Host In	B720	x	integer	X
IndexedLineList	X	✓	Host In	B728	x	integer	X
IndexedLineStrip	X	✓	Host In	B730	x	integer	X
IndexedPointList	X	✓	Host In	B738	x	integer	X
IndexedPolygon	X	✓	Host In	B740	x	integer	X
VertexTriangleList	X	✓	Host In	B748	x	integer	X
VertexTriangleFan	X	✓	Host In	B750	x	integer	X
VertexTriangleStrip	X	✓	Host In	B758	x	integer	X
VertexLineList	X	✓	Host In	B760	x	integer	X
VertexLineStrip	X	✓	Host In	B768	x	integer	X
VertexPointList	X	✓	Host In	B770	x	integer	X
VertexPolygon	X	✓	Host In	B778	x	integer	X
DMAMemoryControl	✓	✓	Host In	B780	x	bitfield	X
VertexValid	✓	✓	Host In	B788	x	integer	X
VertexFormat	✓	✓	Host In	B790	x	integer	X
VertexControl	✓	✓	Host In	B798	x	bitfield	X

Name	Read-back	Write	Unit Name	Offset	Reset Value	Format	Command
RetainedRender	✓	✓	Host In	B7A0	x	bitfield	✓
IndexedVertex	X	✓	Host In	B7A8	x	integer	X
IndexedDoubleVertex	X	✓	Host In	B7B0	x	integer	X
Vertex0	X	✓	Host In	B7B8	x	integer	X
Vertex1	X	✓	Host In	B7C0	x	integer	X
Vertex2	X	✓	Host In	B7C8	x	integer	X
VertexData0	X	✓	Host In	B7D0	x	integer	X
VertexData1	X	✓	Host In	B7D8	x	integer	X
VertexData2	X	✓	Host In	B7E0	x	integer	X
VertexData	X	✓	Host In	B7E8	x	integer	X
VertexTagList[0...15]	✓	✓	Host In	B800	x	bitfield	X
VertexTagList[16...31]	✓	✓	Host In	B880	x	bitfield	X