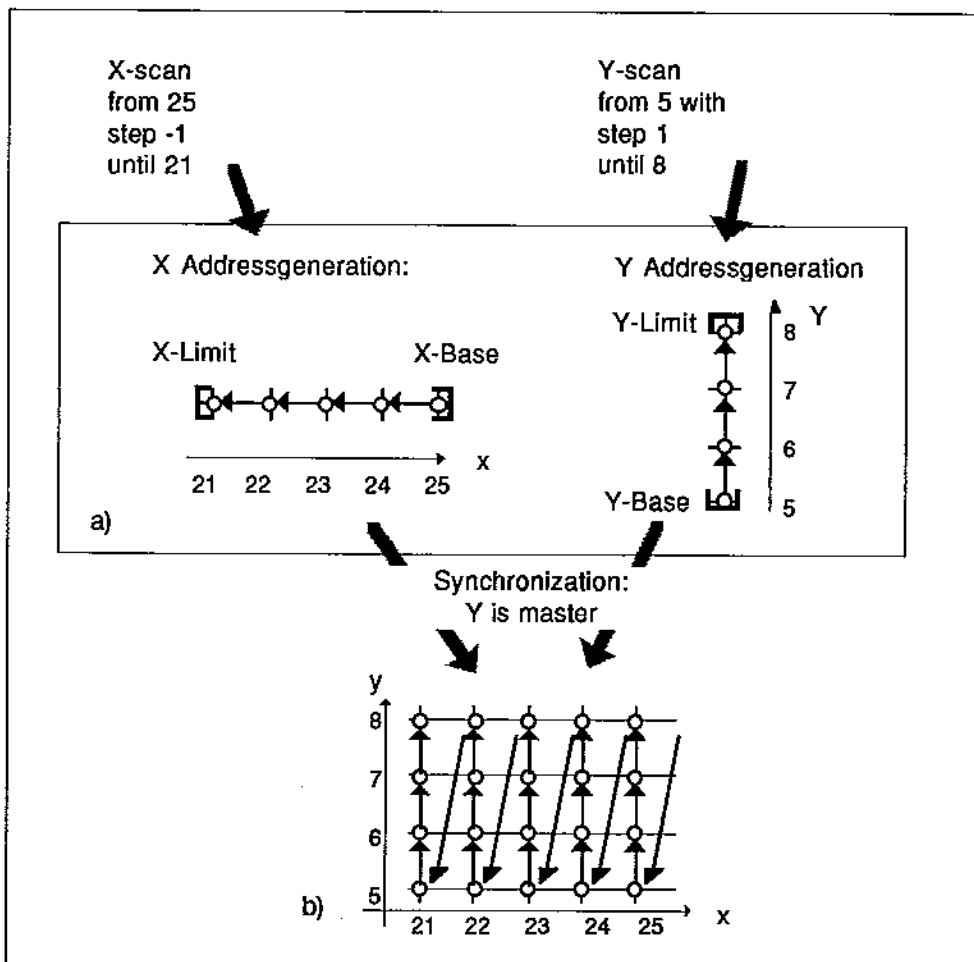
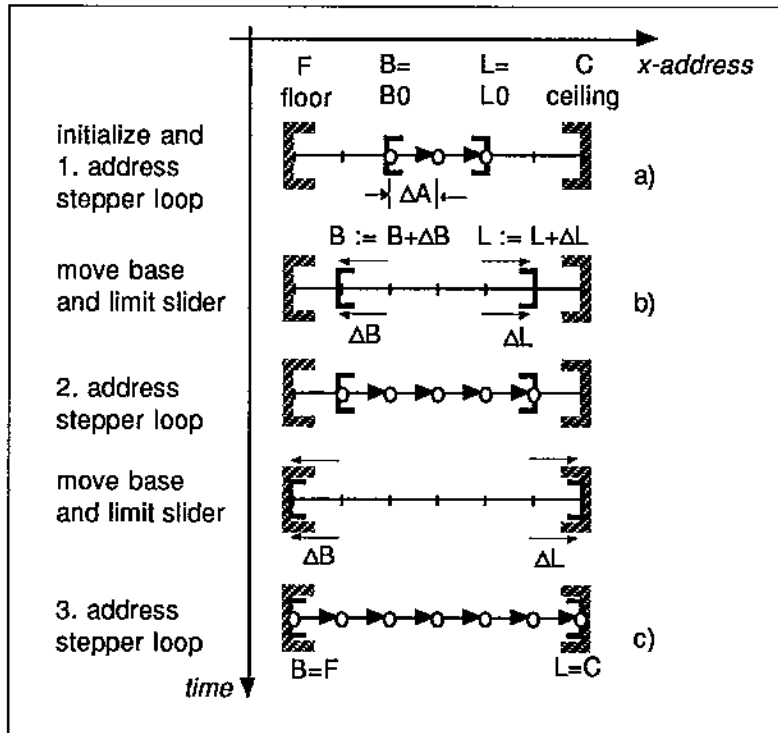
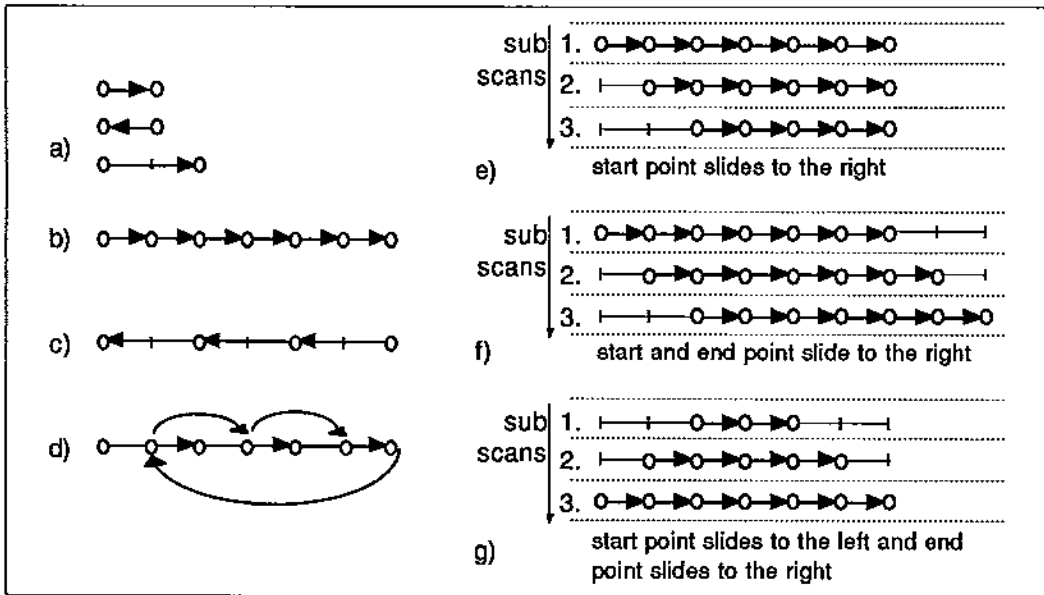
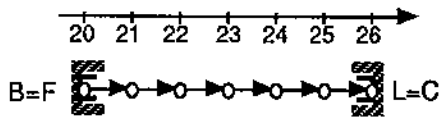


X	Y	Legend	parameters / modifiers
[L	B = base slider	B0 = initial base ΔB = base increment
]	L	L = limit slider	ΔL = limit increment L0 = initial limit
[L	F = floor	
]	L	C = ceiling	
○		A = address	ΔA = address increment



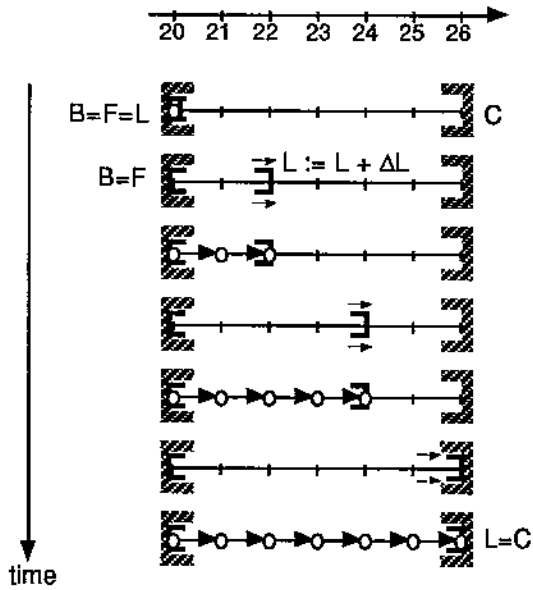


scan
from 20
step 1
until 26



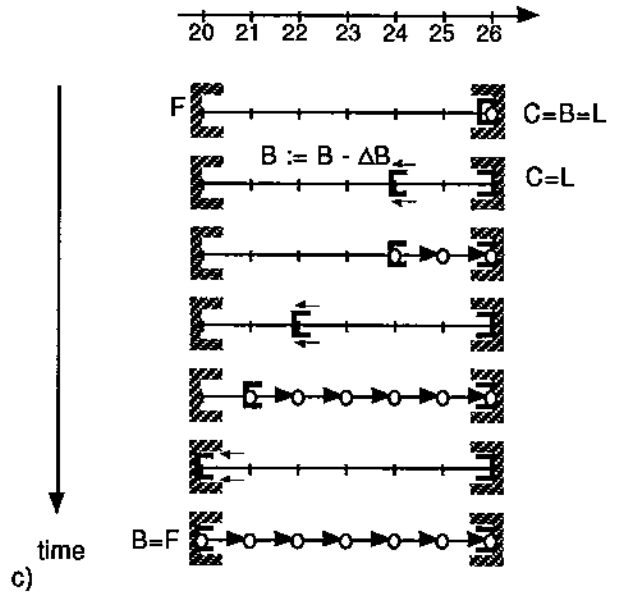
a)

scan
from 20
step 1
until 20 with slider_step 2 to 26



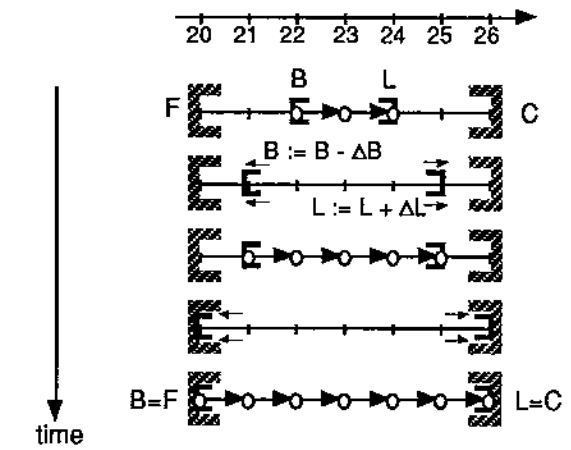
b)

scan
from 26 with slider_step -2 to 20
step 1
until 26

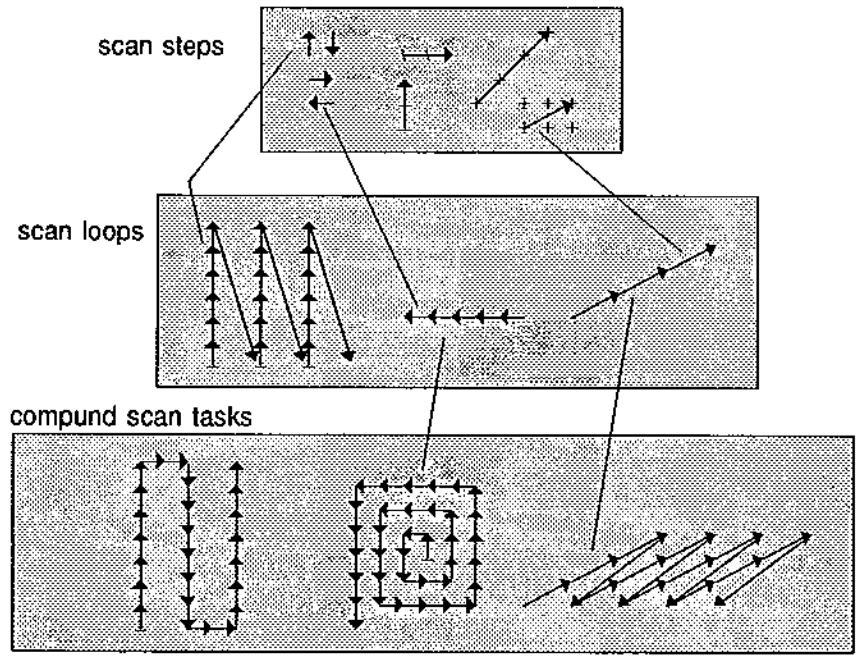
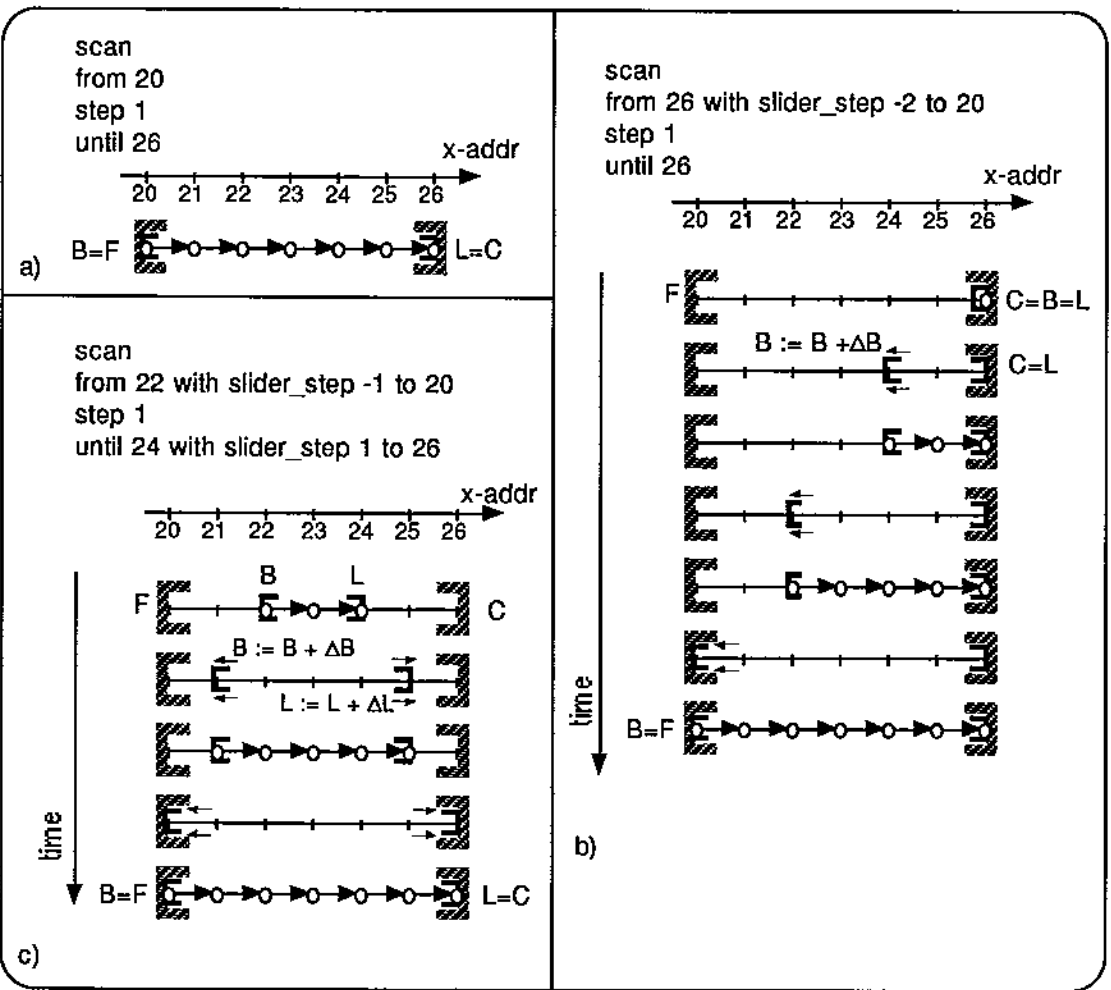


c)

scan
from 22 with slider_step -1 to 20
step 1
until 24 with slider_step 1 to 26



d)

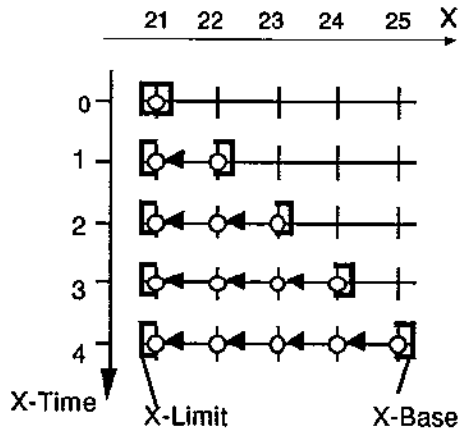


Master is Y;
 X/Y-Trigger is interleaved;

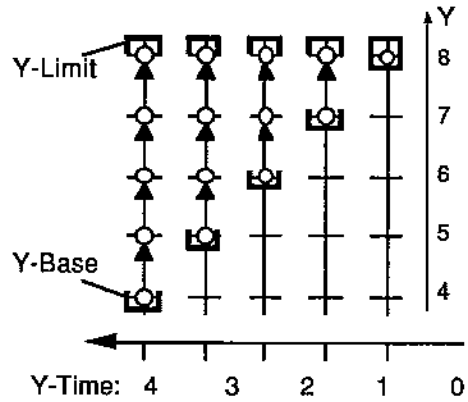
X-scan
 from 21 with slider_step 1 to 25
 step -1
 until 21

Y-scan
 from 8 with slider_step -1 to 4
 step 1
 until 8

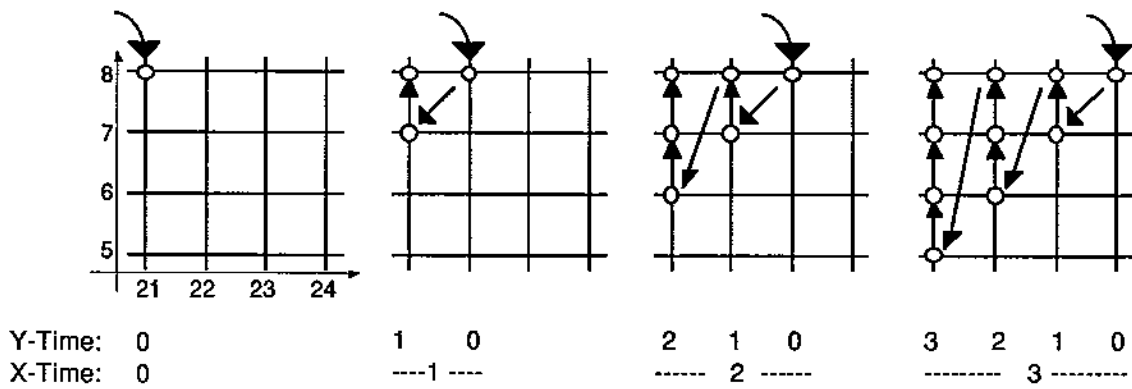
X Addressgeneration:



Y Addressgeneration



a)



b)

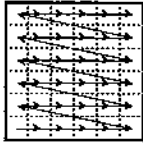
Scan macro: video scan

scan video step ($\Delta X, \Delta Y$) skew ($\Delta B, \Delta L, L0$) flush (a,b)

default values if omitted: step (1,1) skew (0,0, ceiling) flush (0,0)

Default video scan:

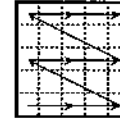
scan video step(1,1) skew (0,0,ceiling)
or simply: scan video



a)

The effect of step

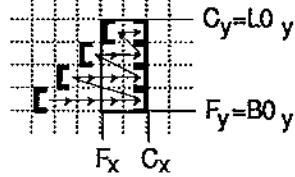
step (2,2)



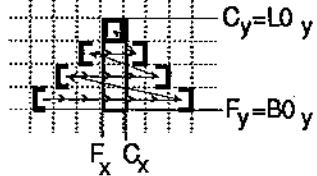
b)

The effect of skew

skew (1, 0, 5)

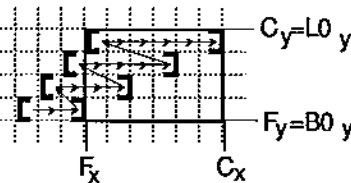


skew (1, -1, 7)



c)

skew (1, 2, 3)

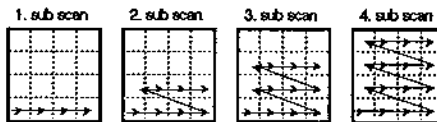


The effect of flush

scan video flush (1)



scan video flush ('all',1)



d)

The effect of transformation

rotate90



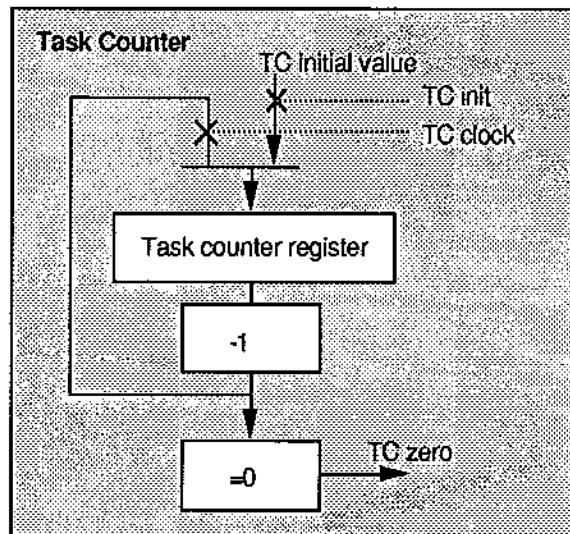
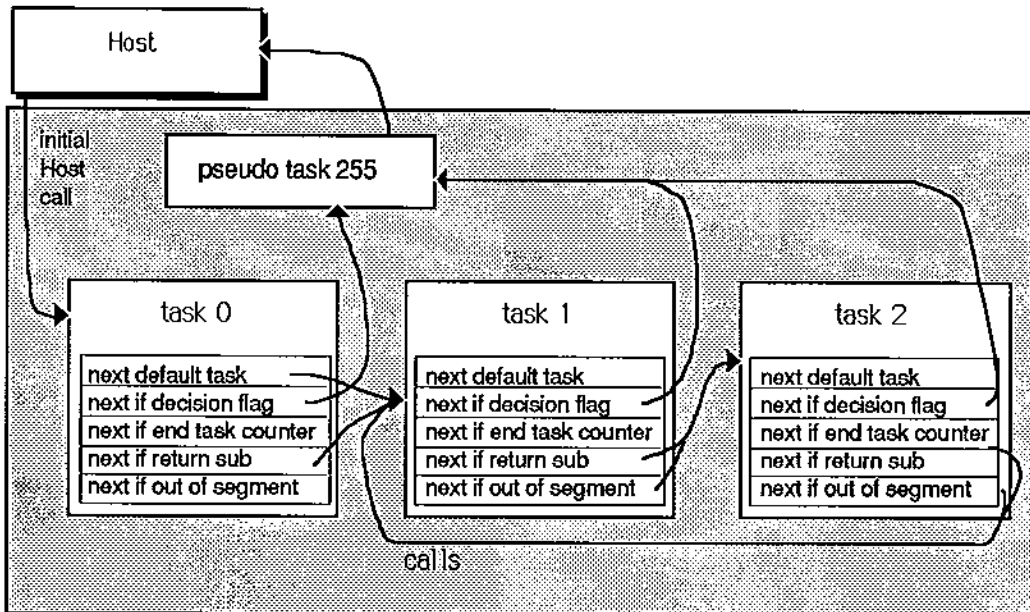
mirror_y

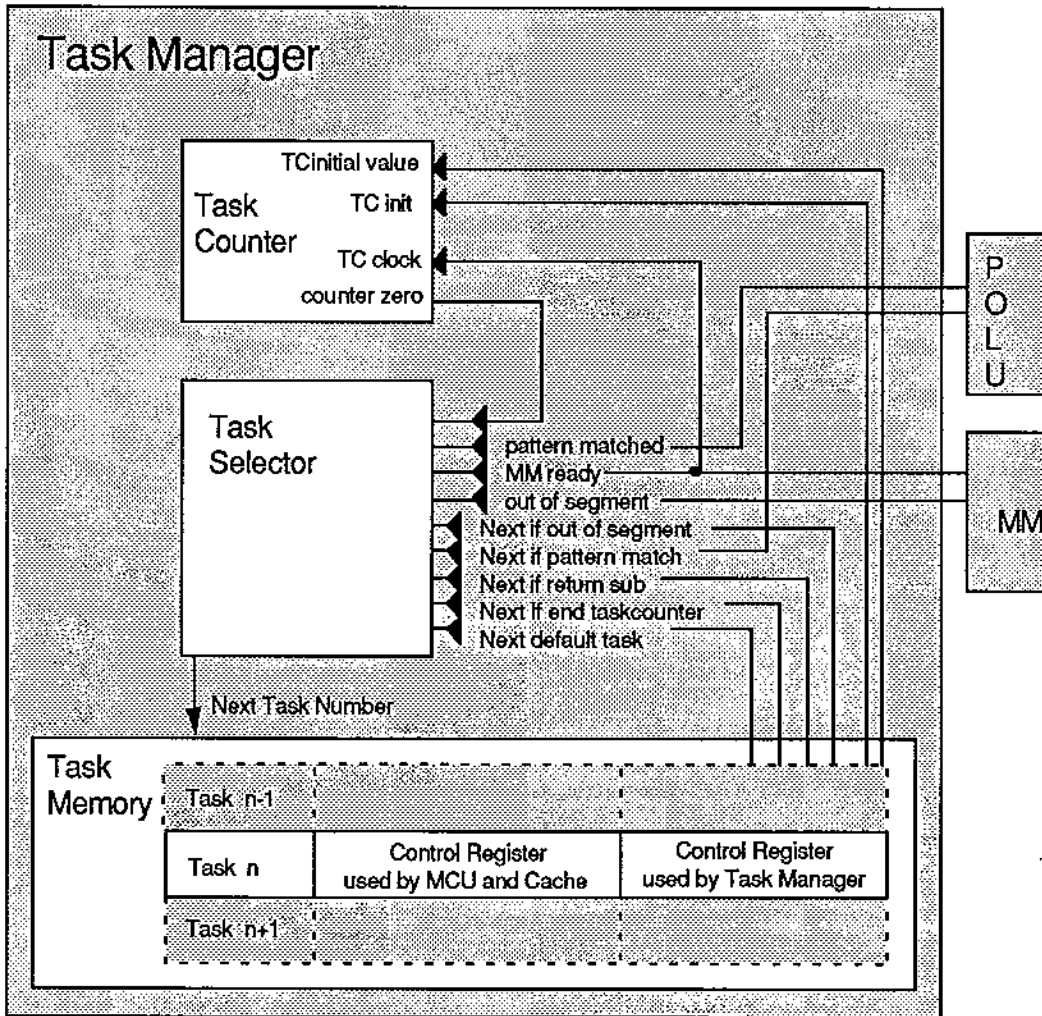


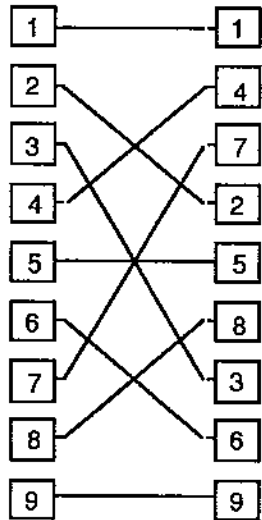
rotate90, mirror_y



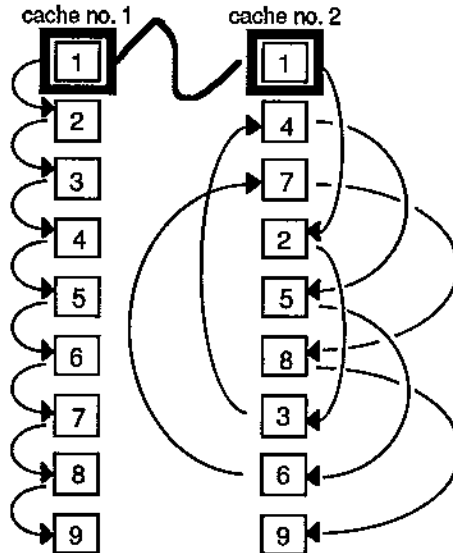
e)



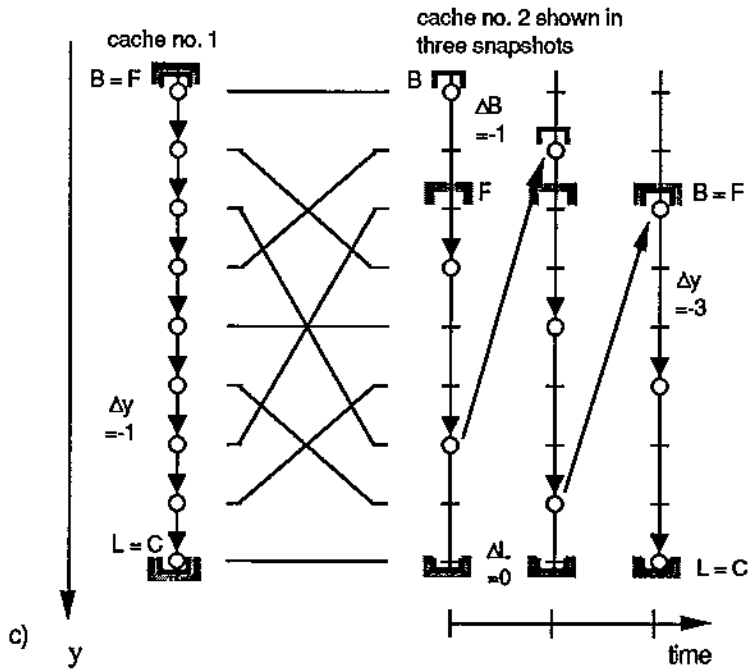




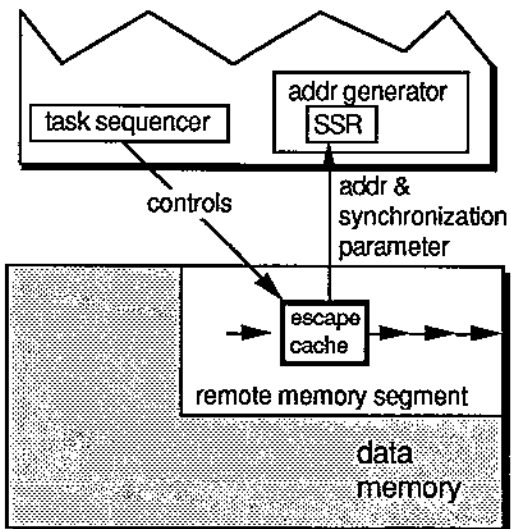
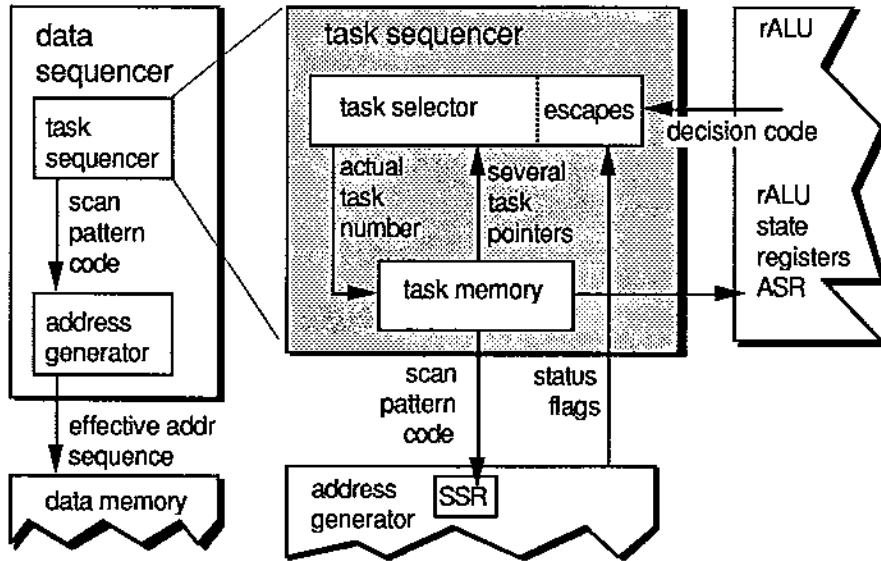
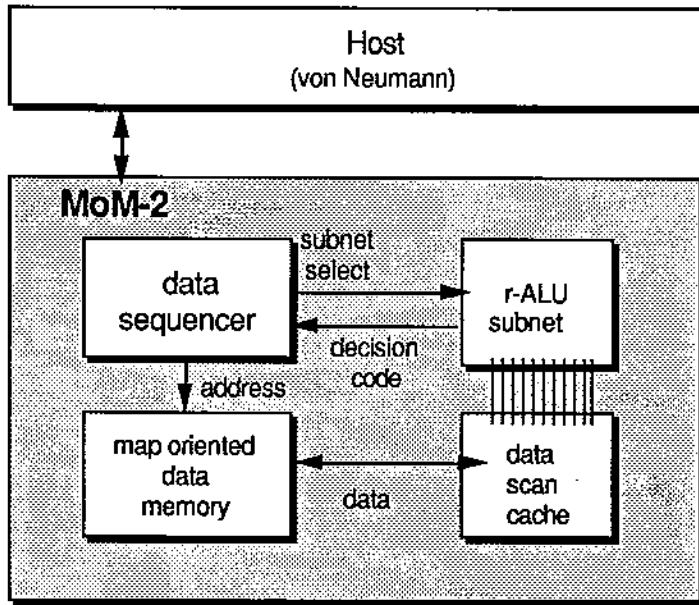
a) spatial shuffle exchange connection

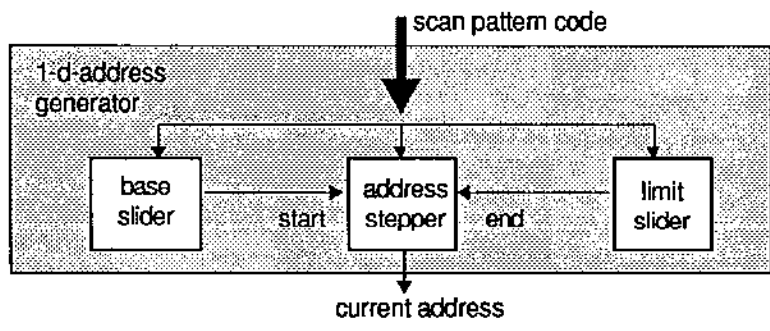
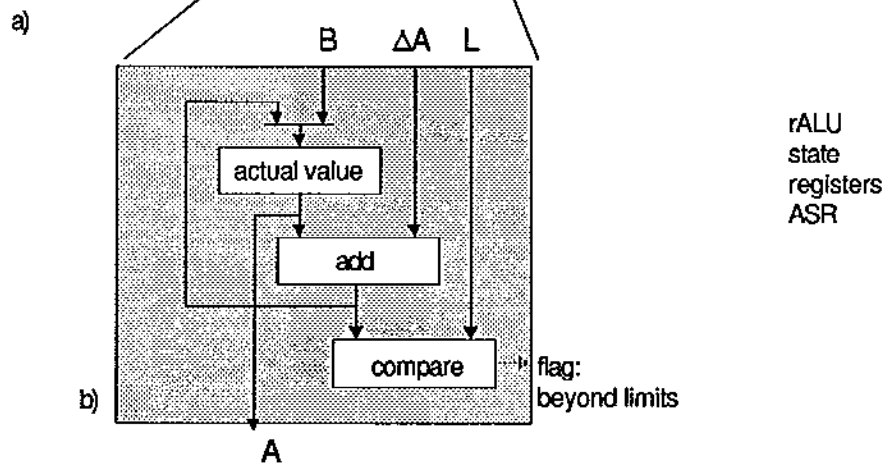
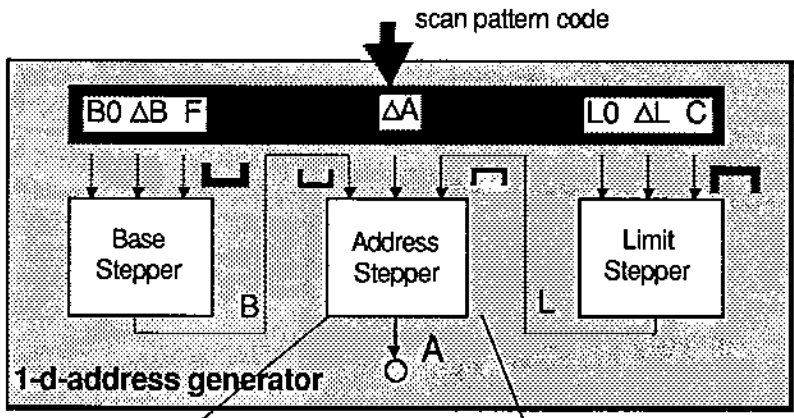
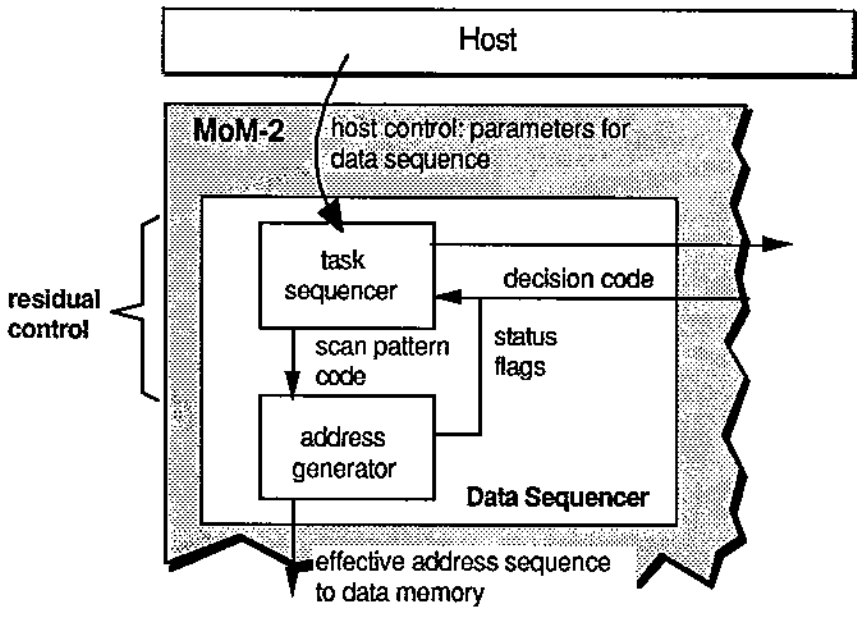


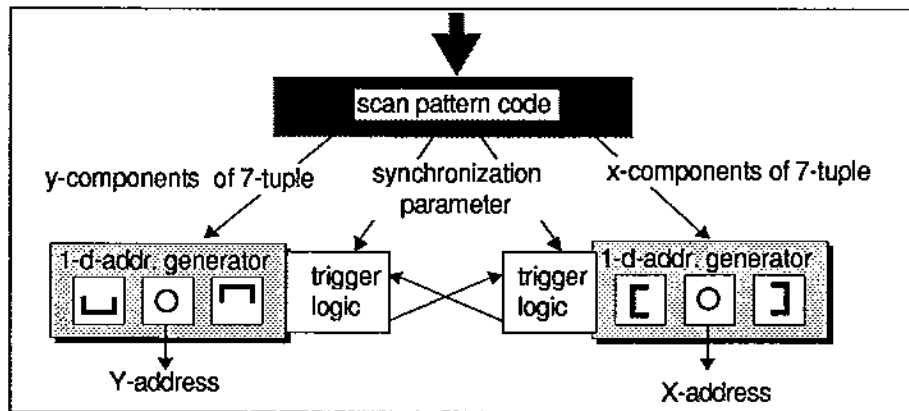
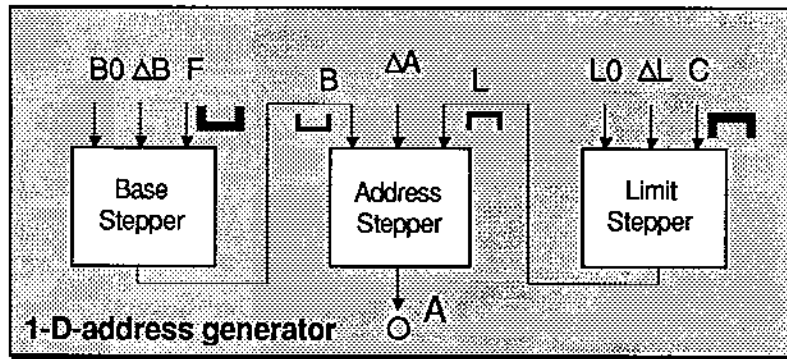
b) the same shuffle exchange is organized, using two interconnected caches



c)







- Legend:
- B0 = initial base
 - ΔB = base increment
 - L0 = initial limit
 - ΔL = limit increment
 - F = floor
 - C = ceiling
 - ΔA = address increment
 - A = current address

