

Memory Read/Write Cache

Virtualizes register space

- Allows overflow to graphics memory
- Can be read from or written to by any SIMD (texture & vertex caches are read-only)
- Can export data to stream out buffer

Stream Out

- Allows shader output to bypass render back-ends and color buffer
- Outputs sequential stream of data instead of bitmaps

Uses include:

- Interthread communication
- Render to vertex buffer
- Overflow storage for GS data (since it can generate widely variable amounts of output data)

