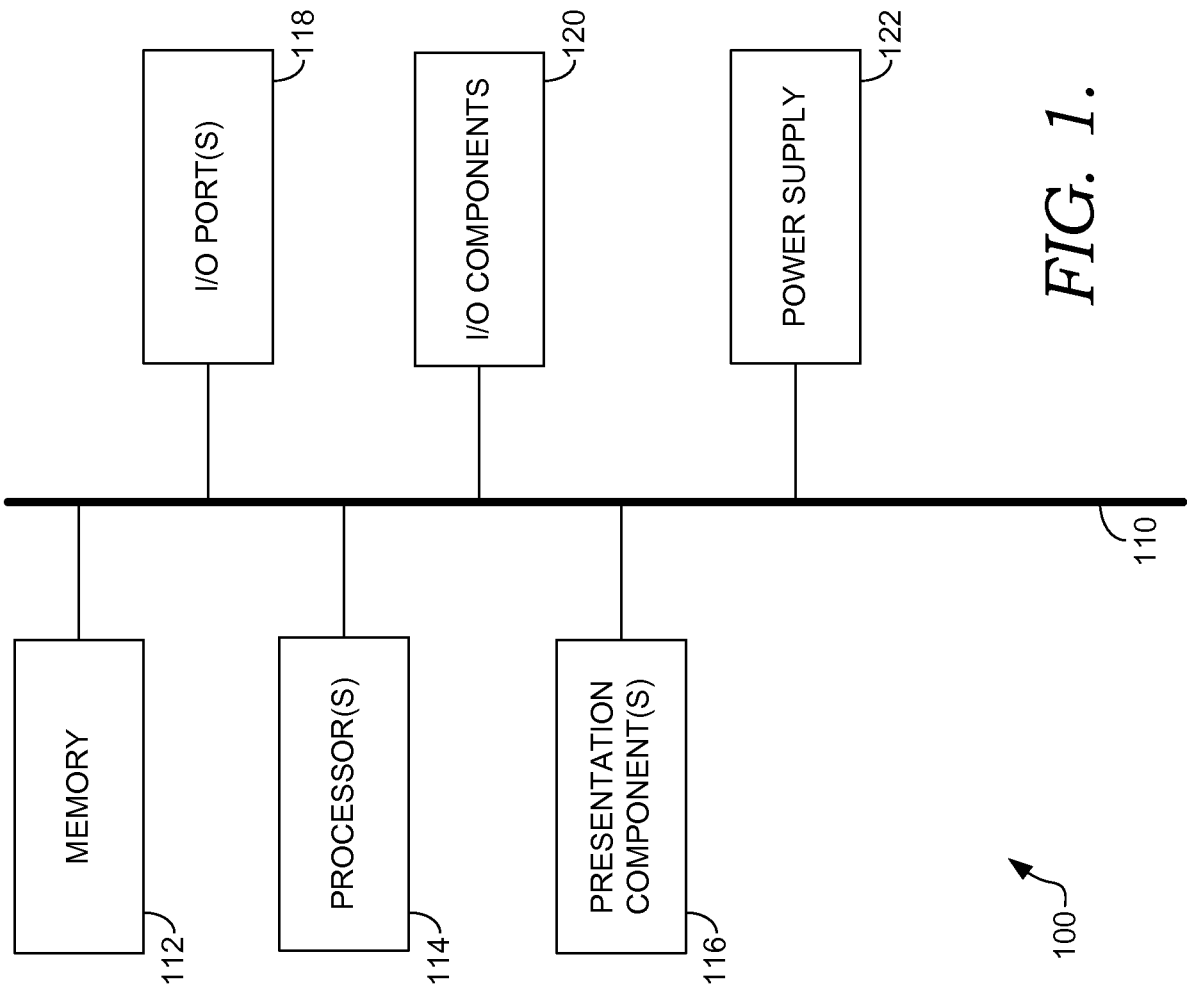
I/O PORT(S)
118
I/O COMPONENTS
120
POWER SUPPLY
122
110
MEMORY
112
PROCESSOR(S)
114
PRESENTATION COMPONENT(S)
116
100

FIG. 1.

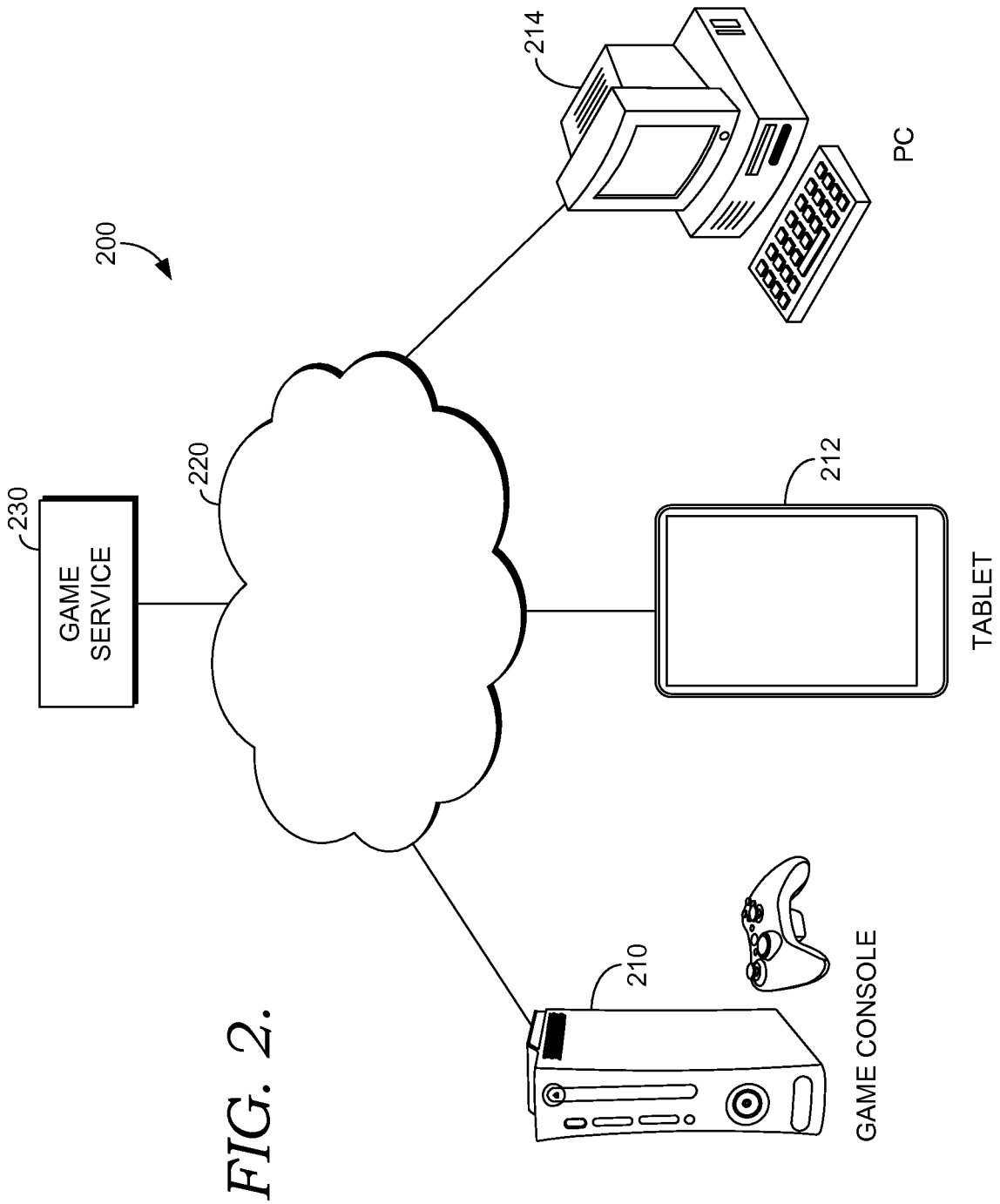

FIG. 2.

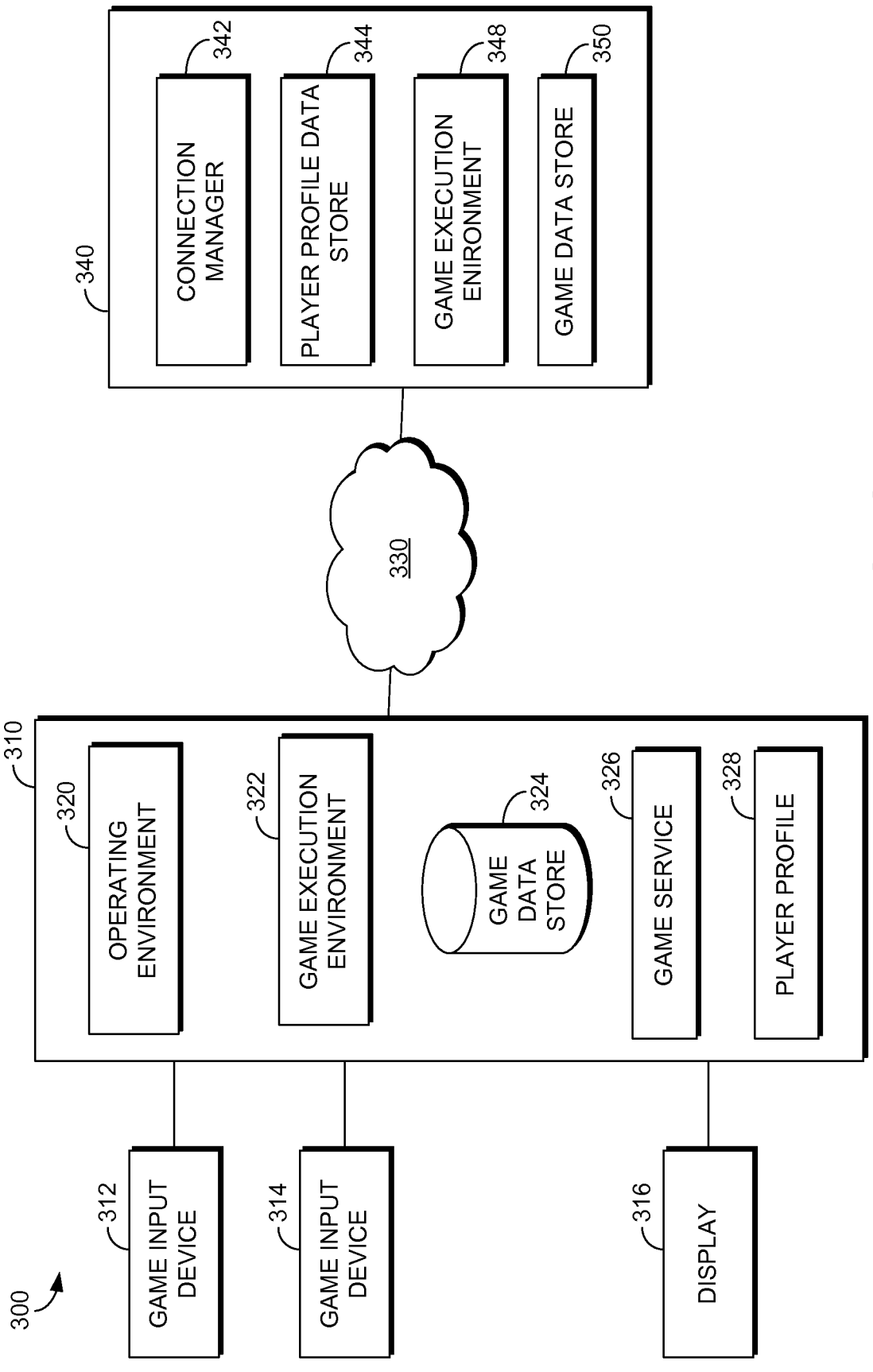
300
310
312
GAME INPUT DEVICE
314
GAME INPUT DEVICE
316
DISPLAY
320
OPERATING ENVIRONMENT
322
GAME EXECUTION ENVIRONMENT
324
GAME DATA STORE
326
GAME SERVICE
328
PLAYER PROFILE
330
340
342
CONNECTION MANAGER
344
PLAYER PROFILE DATA STORE
348
GAME EXECUTION ENIRONMENT
350
GAME DATA STORE

FIG. 3.

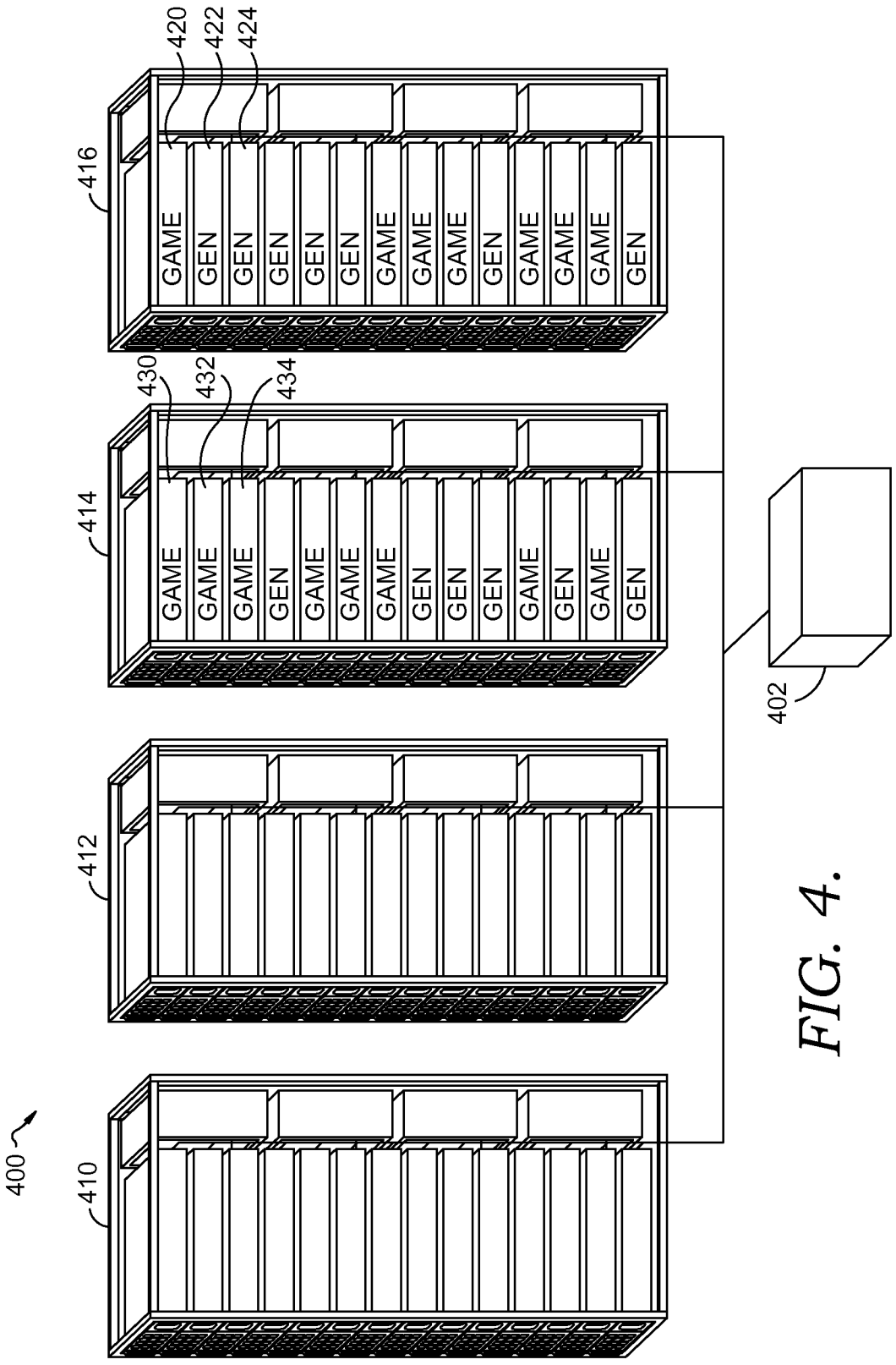

FIG. 4.

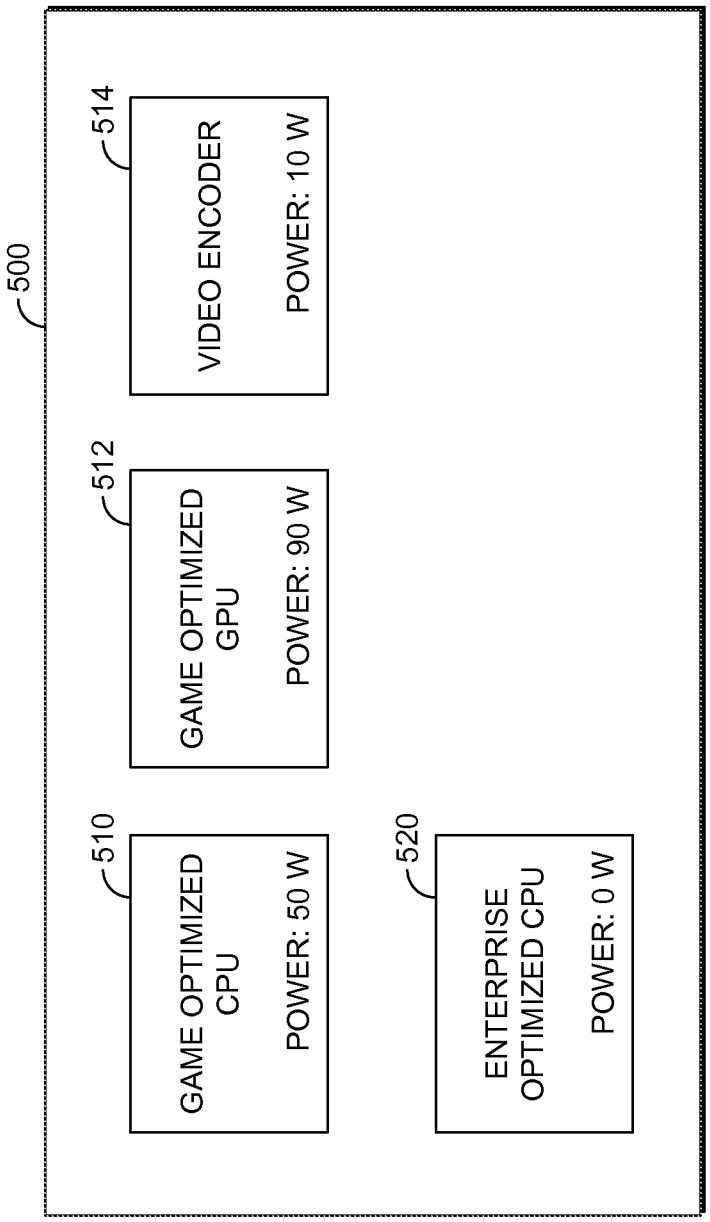
500
514
VIDEO ENCODER
POWER: 10 W
512
GAME OPTIMIZED GPU
POWER: 90 W
510
GAME OPTIMIZED CPU
POWER: 50 W
520
ENTERPRISE OPTIMIZED CPU
POWER: 0 W

FIG. 5.

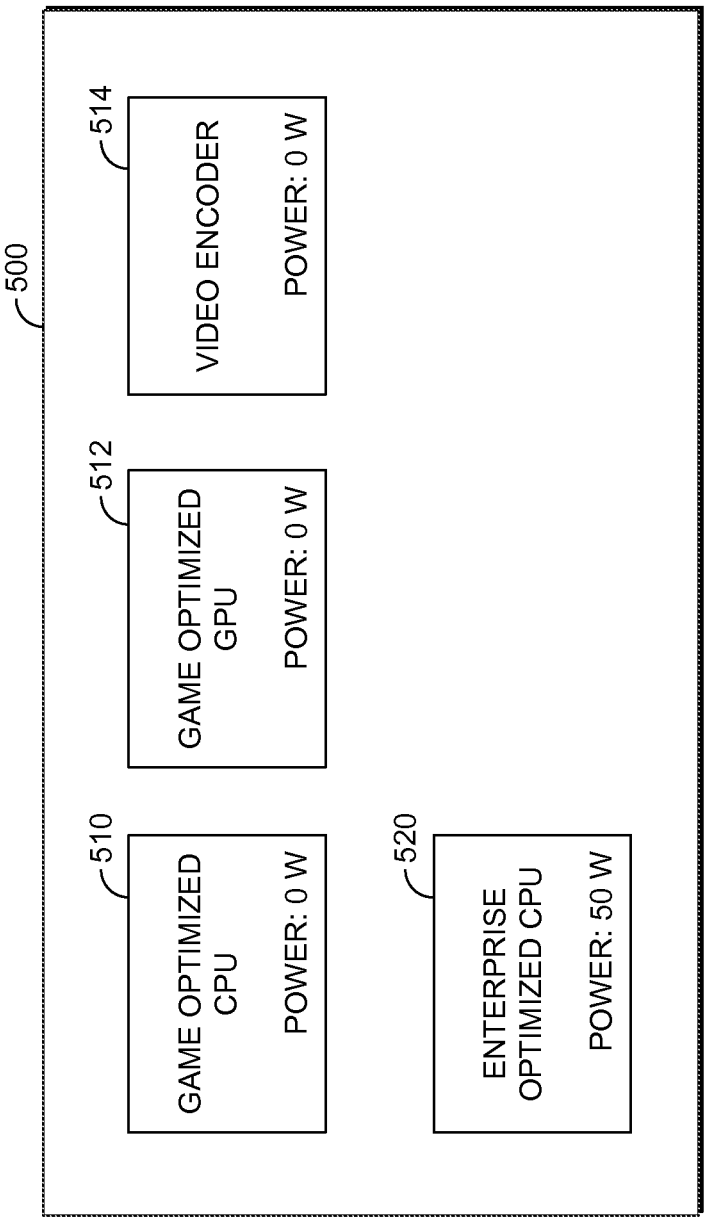
500
514
VIDEO ENCODER
POWER: 0 W
512
GAME OPTIMIZED GPU
POWER: 0 W
510
GAME OPTIMIZED CPU
POWER: 0 W
520
ENTERPRISE OPTIMIZED CPU
POWER: 50 W

FIG. 6.

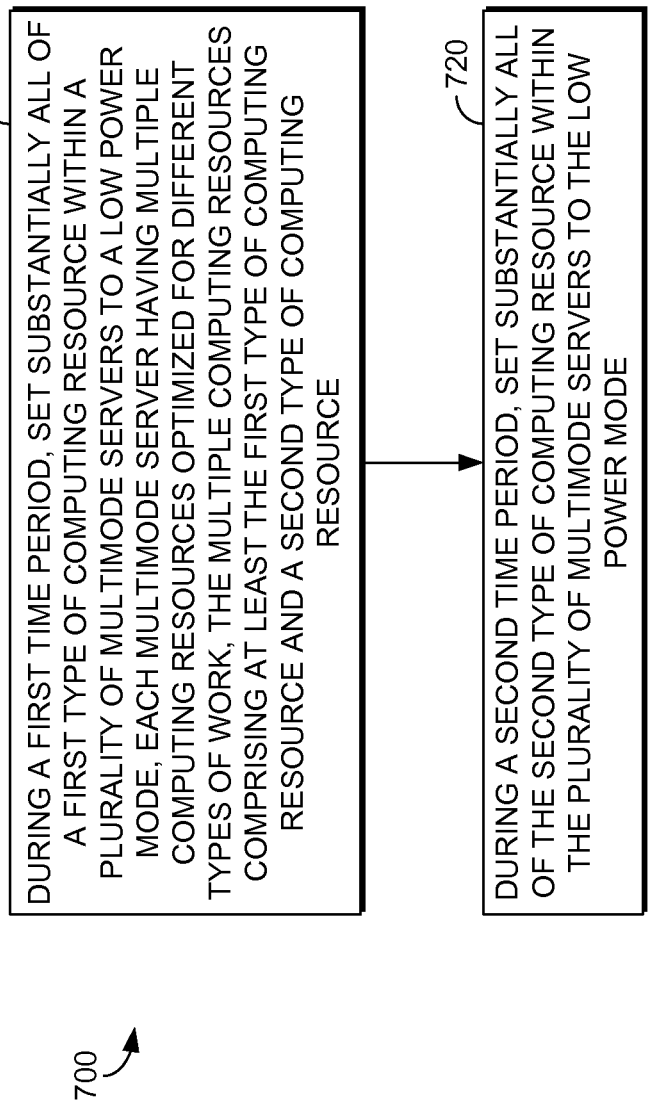
700
710
DURING A FIRST TIME PERIOD, SET SUBSTANTIALLY ALL OF A FIRST TYPE OF COMPUTING RESOURCE WITHIN A PLURALITY OF MULTIMODE SERVERS TO A LOW POWER MODE, EACH MULTIMODE SERVER HAVING MULTIPLE COMPUTING RESOURCES OPTIMIZED FOR DIFFERENT TYPES OF WORK, THE MULTIPLE COMPUTING RESOURCES COMPRISING AT LEAST THE FIRST TYPE OF COMPUTING RESOURCE AND A SECOND TYPE OF COMPUTING RESOURCE
720
DURING A SECOND TIME PERIOD, SET SUBSTANTIALLY ALL OF THE SECOND TYPE OF COMPUTING RESOURCE WITHIN THE PLURALITY OF MULTIMODE SERVERS TO THE LOW POWER MODE

FIG. 7.