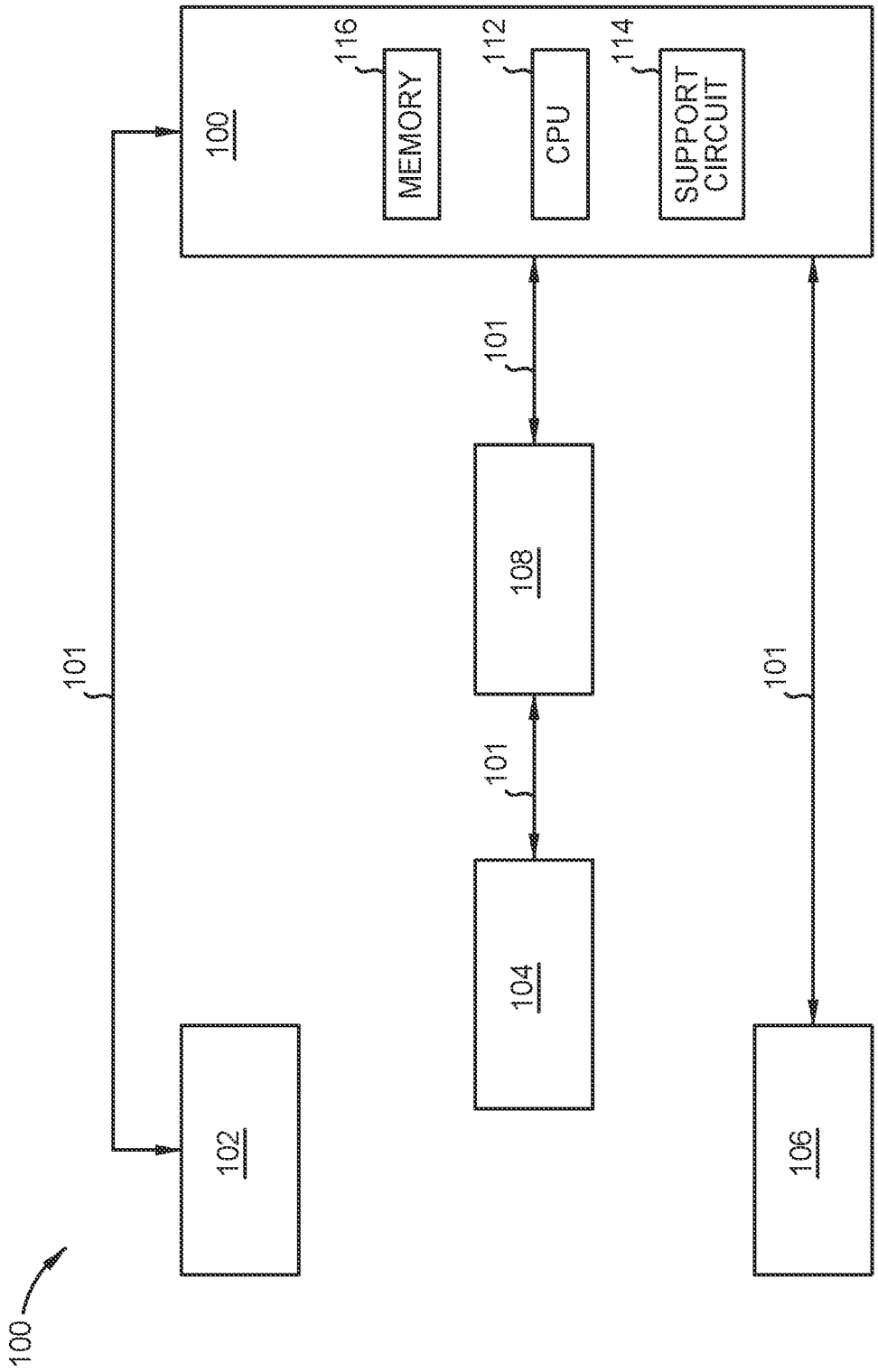

100
MEMORY
116
CPU
112
SUPPORT CIRCUIT
114
101
108
101
104
101
102
101
106
100

FIG. 1

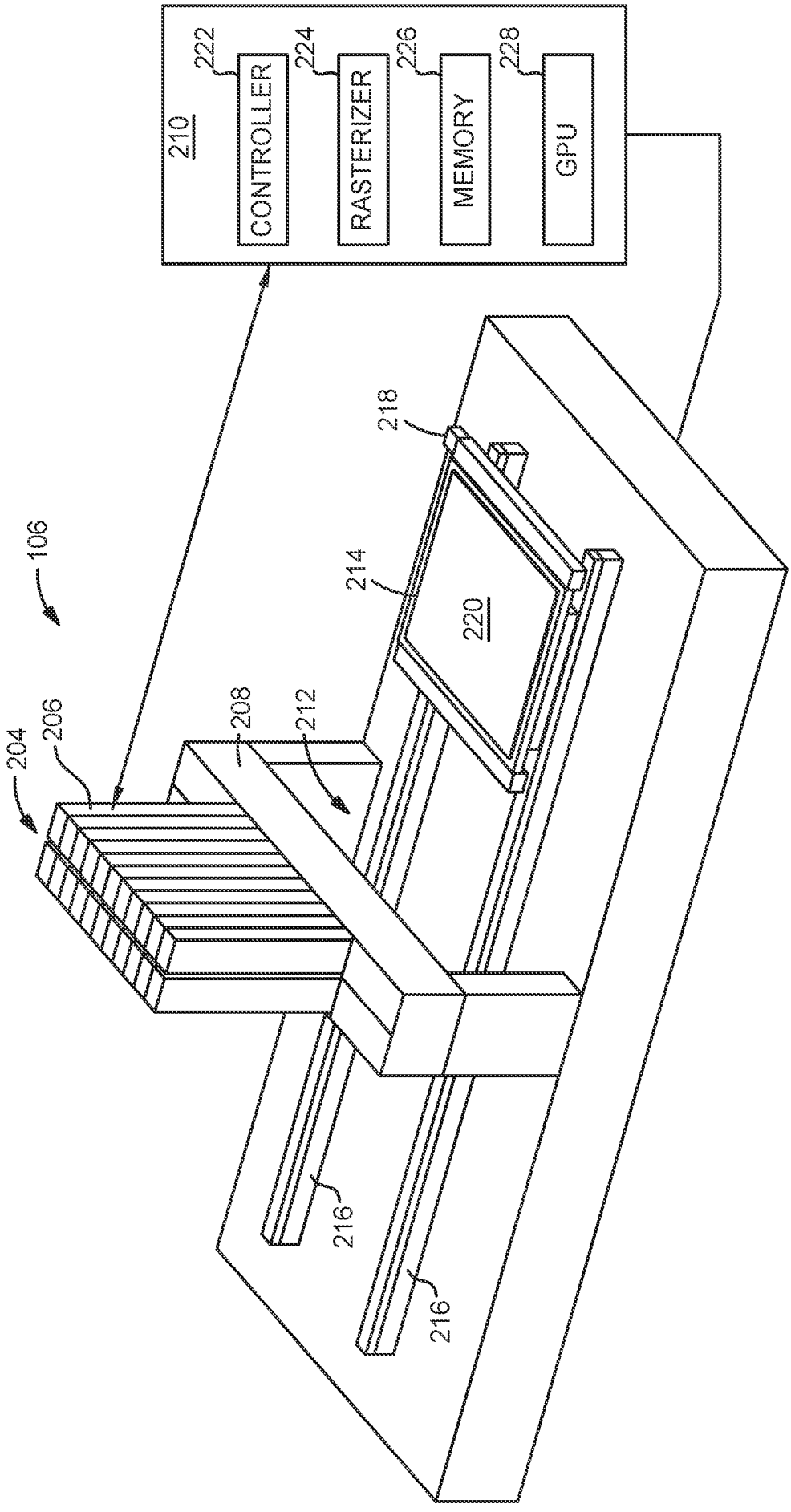

210
222
CONTROLLER
224
RASTERIZER
226
MEMORY
228
GPU
106
204
206
208
212
214
216
216
218
220

FIG. 2

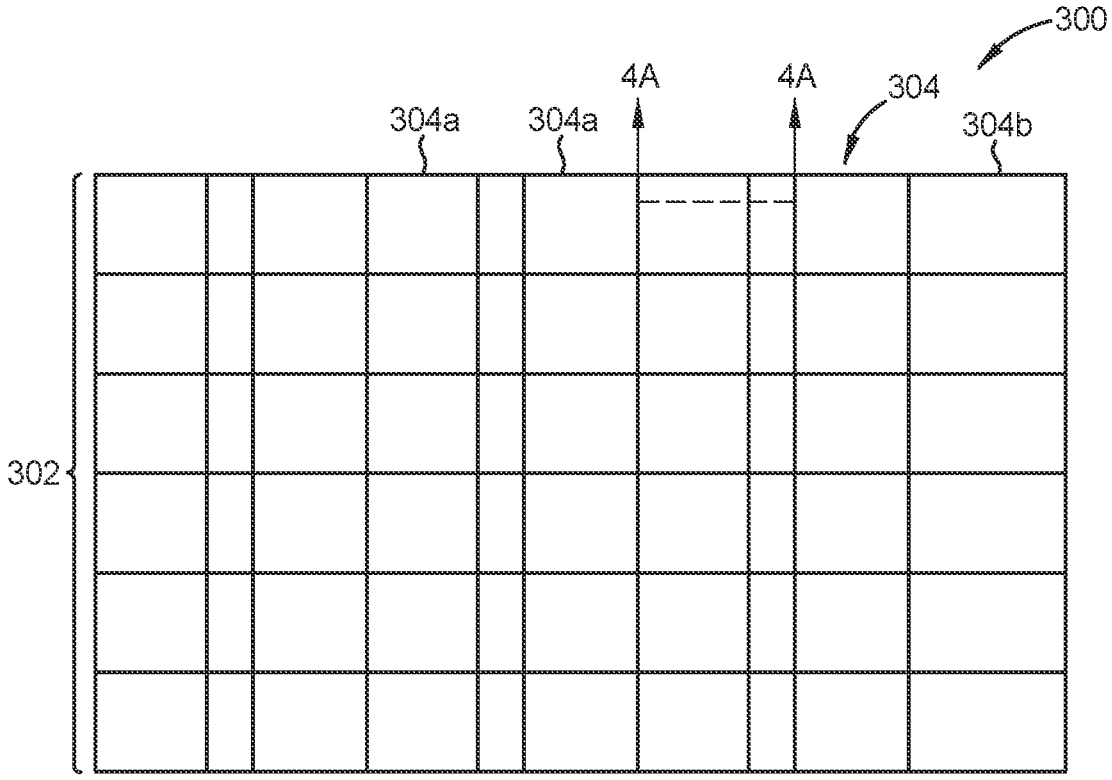


FIG. 3

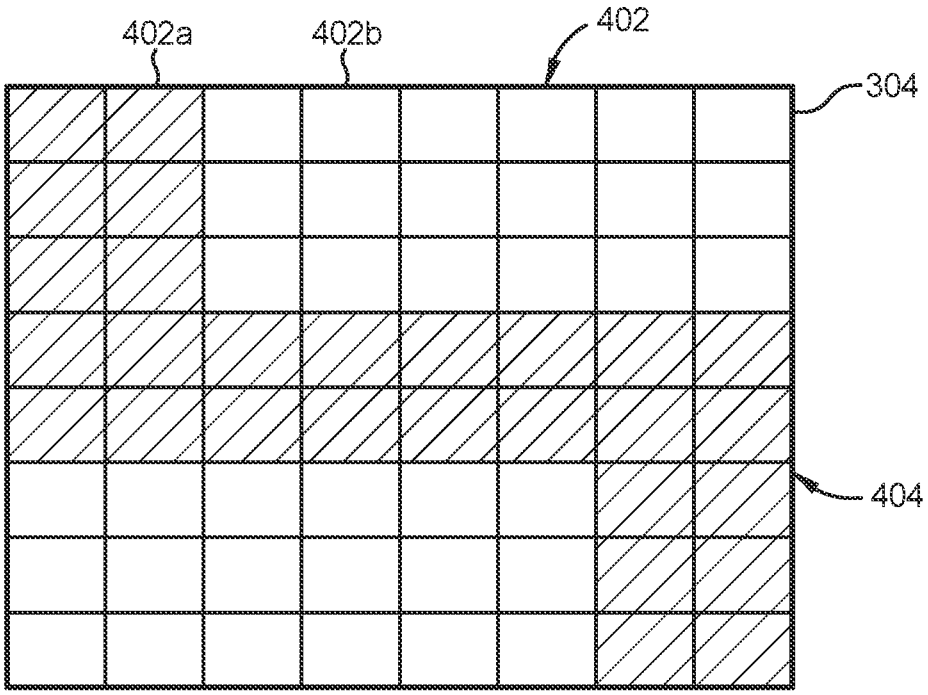


FIG. 4A

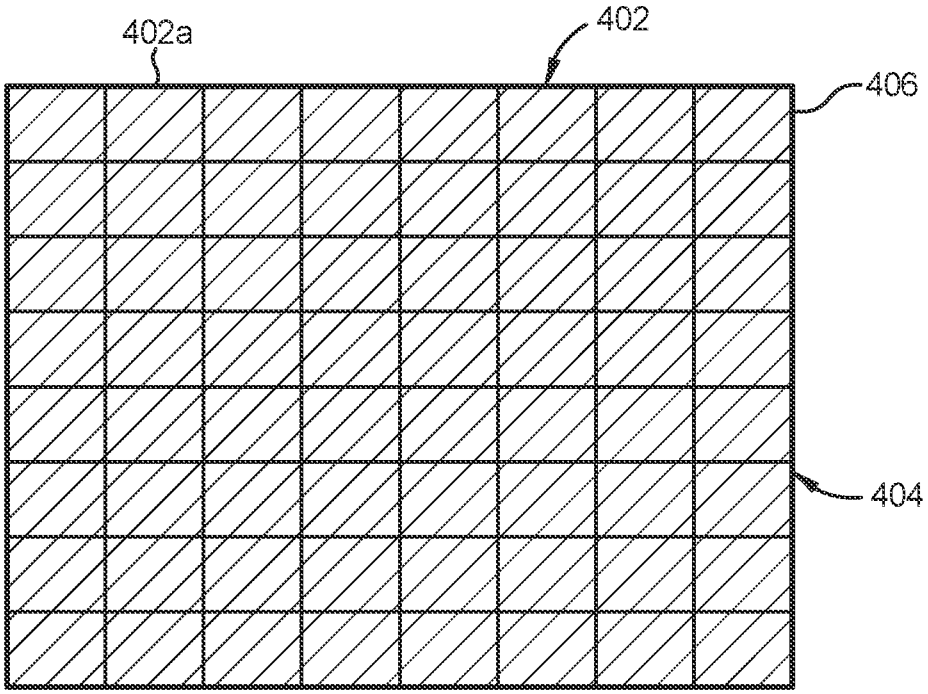


FIG. 4B

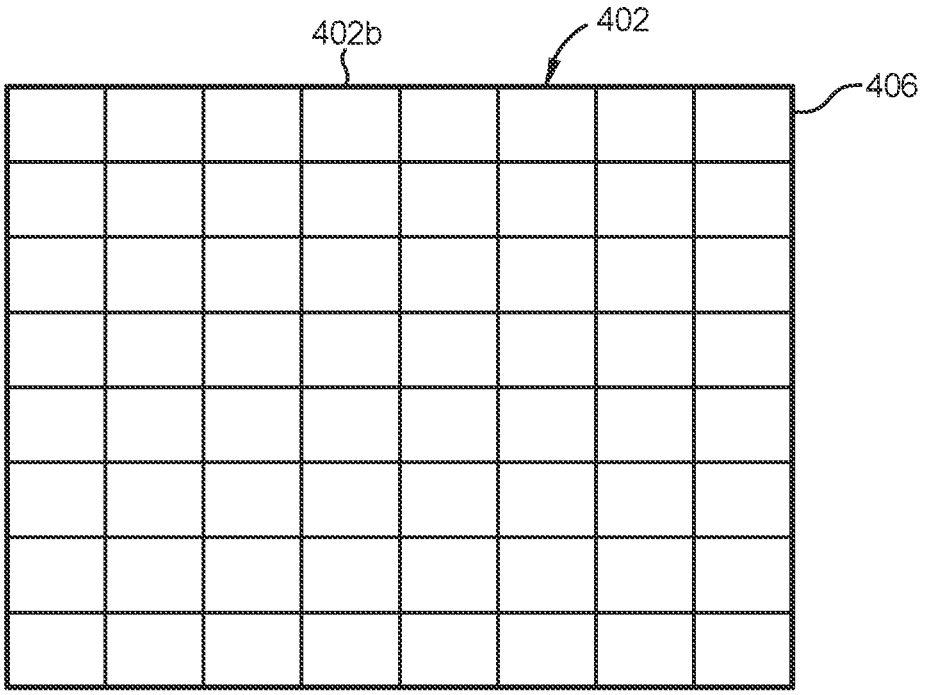


FIG. 4C

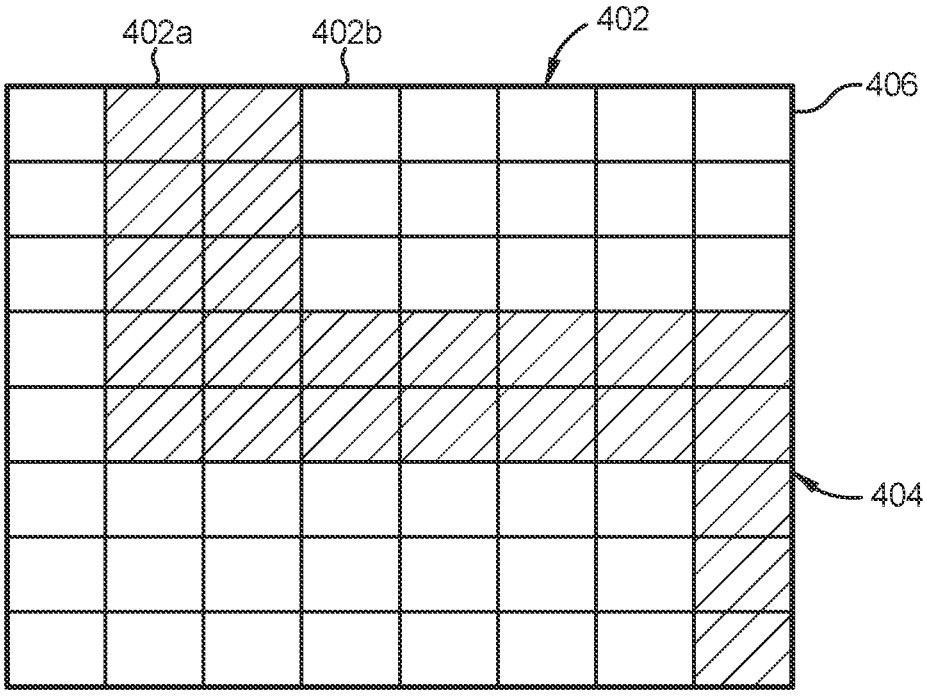


FIG. 4D

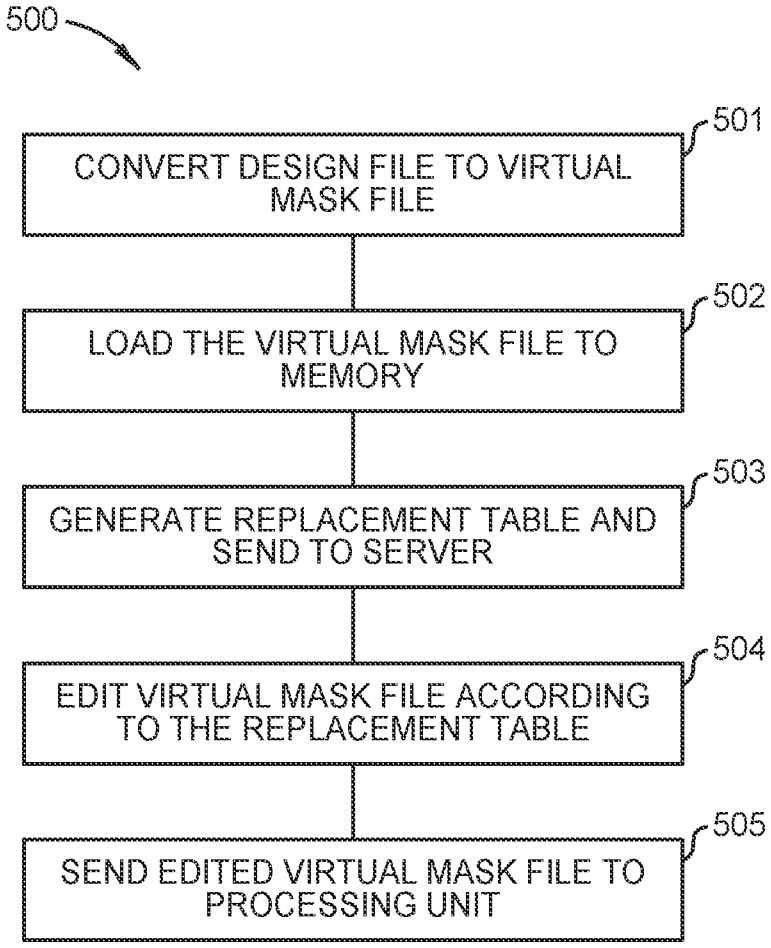

500
CONVERT DESIGN FILE TO VIRTUAL MASK FILE
501
LOAD THE VIRTUAL MASK FILE TO MEMORY
502
GENERATE REPLACEMENT TABLE AND SEND TO SERVER
503
EDIT VIRTUAL MASK FILE ACCORDING TO THE REPLACEMENT TABLE
504
SEND EDITED VIRTUAL MASK FILE TO PROCESSING UNIT
505

FIG. 5