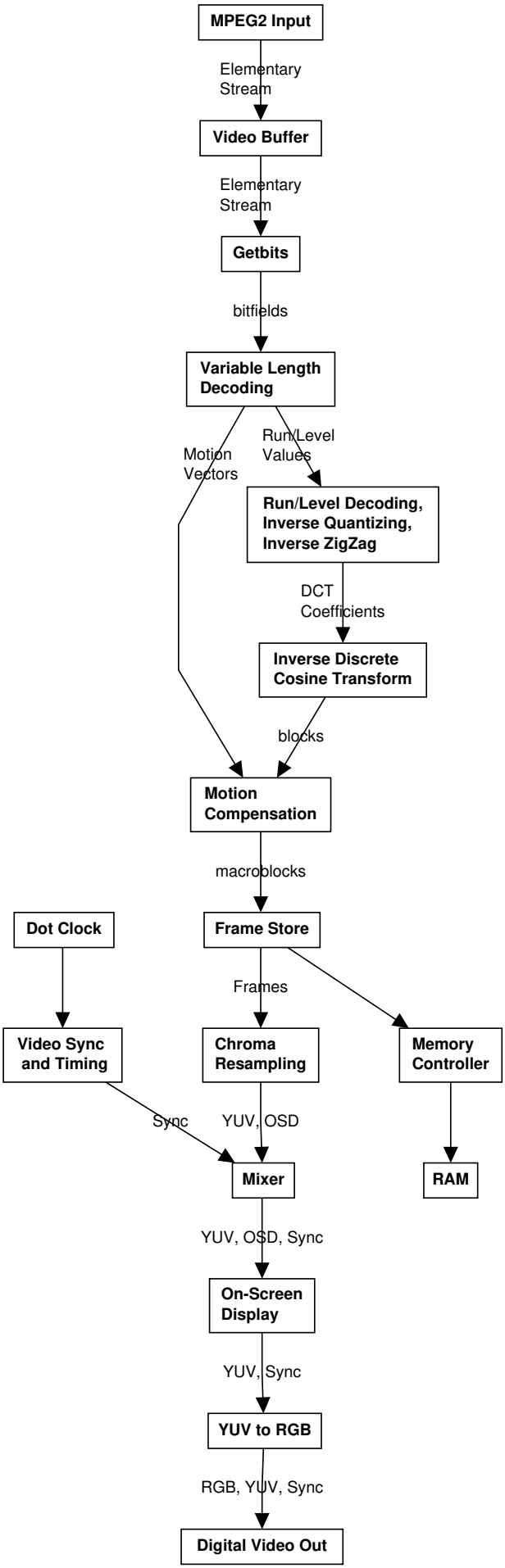
MPEG2 Input
Elementary Stream
Video Buffer
Elementary Stream
Getbits
bitfields
Variable Length Decoding
Motion Vectors
Run/Level Values
Run/Level Decoding, Inverse Quantizing, Inverse ZigZag
DCT Coefficients
Inverse Discrete Cosine Transform
blocks
Motion Compensation
macroblocks
Dot Clock
Frame Store
Frames
Video Sync and Timing
Chroma Resampling
Memory Controller
Sync
YUV, OSD
Mixer
RAM
YUV, OSD, Sync
On-Screen Display
YUV, Sync
YUV to RGB
RGB, YUV, Sync
Digital Video Out