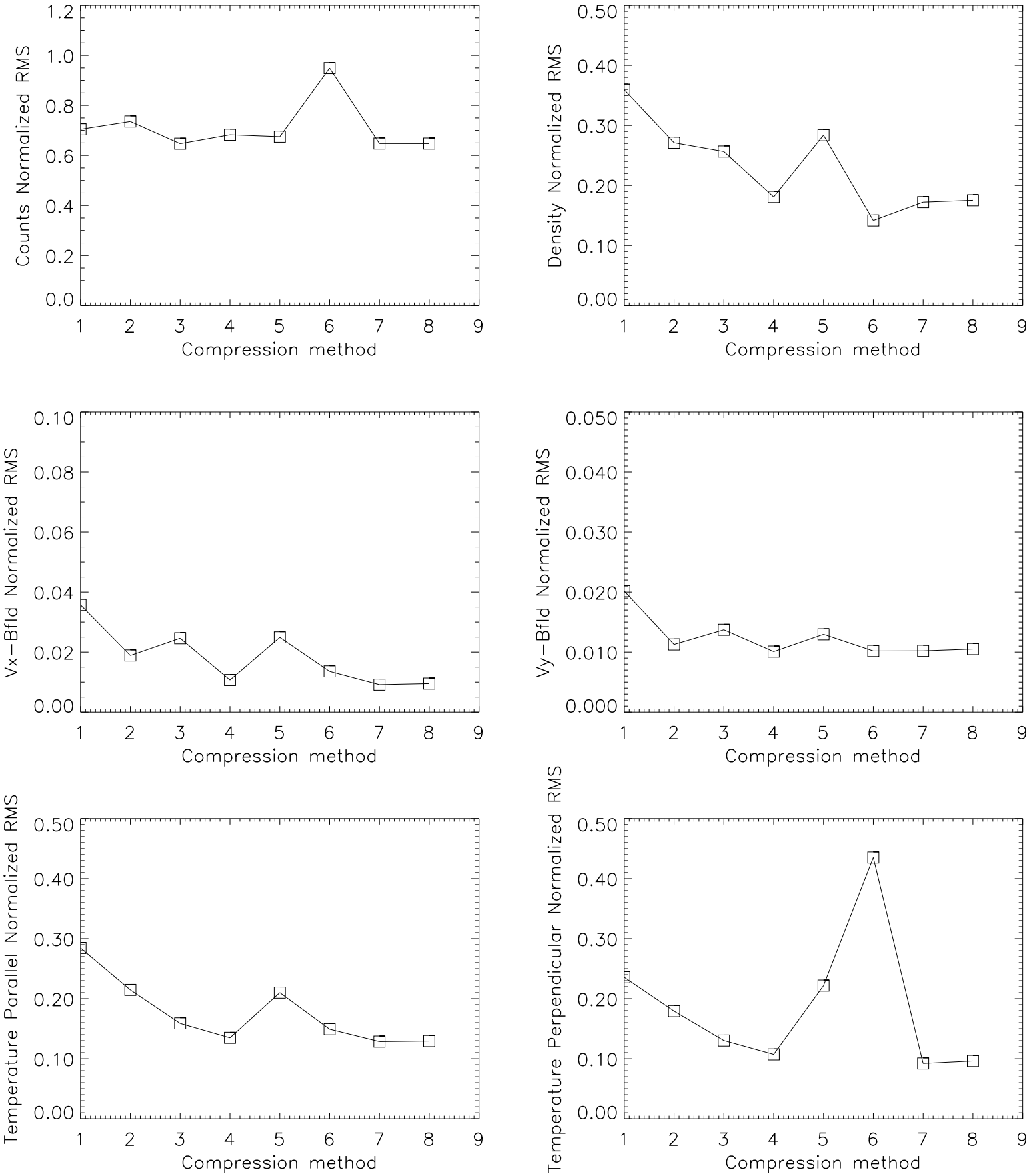
# low region 0.8 BPP

1 – 32x128pk1_wint
2 – 32x128pk2_wint
3 – 32x128pk1_wreal
4 – 32x128pk2_wreal
5 – 32x32_wreal
6 – 32x1196_wreal
7 – 32x128pk2_dctT0
8 – 32x128pk2_dctT1