

The image shows a window titled "frmRegVisualizer" with a table of register settings. The table has two columns: "Part Name" and "Value". The settings include various flags like NLOOP, EOP, PRE, PRIM, IIP, TME, FGE, ABE, AA1, FST, CTXT, FIX, and FLG, as well as register codes REG1 through REG16. The values are binary strings with human-readable descriptions in parentheses.

Part Name	Value
NLOOP: Repeat Count	000000000001110 (14)
EOP: Termination Information	1 (Without following primitive)
PRE: Prim Field Enable	1 (Outputs PRIM Value to PRIM Register)
PRIM: Types of drawing primitives	100 (Triangle Strip)
IIP: Shading Method	1 (Gouraud Shading)
TME: TextureMapping	0 (OFF)
FGE: Fogging	0 (OFF)
ABE: Alpha Blending	0 (OFF)
AA1: 1 Pass Antialiasing	0 (OFF)
FST: Method of texture coord. spec.	0 (STQ value)
CTXT: Context	0 (Environment 1)
FIX: Fragment value control	0 (Unfixed)
FLG: Data Format	00 (PACKED)
NREG: Number of Register Descriptor	0010 (2)
REG1: Reg Code 1	0001 (RGBAQ)
REG2: Reg Code 2	0101 (XYZ2)
REG3: Reg Code 3	0000 (PRIM)
REG4: Reg Code 4	0000 (PRIM)
REG5: Reg Code 5	0000 (PRIM)
REG6: Reg Code 6	0000 (PRIM)
REG7: Reg Code 7	0000 (PRIM)
REG8: Reg Code 8	0000 (PRIM)
REG9: Reg Code 9	0000 (PRIM)
REG10: Reg Code 10	0000 (PRIM)
REG11: Reg Code 11	0000 (PRIM)
REG12: Reg Code 12	0000 (PRIM)
REG13: Reg Code 13	0000 (PRIM)
REG14: Reg Code 14	0000 (PRIM)
REG15: Reg Code 15	0000 (PRIM)
REG16: Reg Code 16	0000 (PRIM)

From this we can easily check if the GIF tag is correct, when this window is closed even the comboboxes representing register parts are update to reflect current GIFTag setting.

In this release only two type of data are supported but other data can be inserted in configuration file RegFormatsetting.xml.