

```
<?xml version="1.0" encoding="UTF-8"?>
<GPU DevID="731F" RevID="CA">
  <PPW Value="1"/>
  <FEATURE ID="100" Enabled="0">
    <STATES>
      <STATE ID="0" Enabled="False" Value="0"/>
    </STATES>
  </FEATURE>
  <FEATURE ID="101" Enabled="2">
    <STATES>
      <STATE ID="0" Enabled="True" Value="0"/>
    </STATES>
  </FEATURE>
  <FEATURE ID="102" Enabled="0">
    <STATES>
      <STATE ID="0" Enabled="True" Value="0"/>
    </STATES>
  </FEATURE>
  <FEATURE ID="4" Enabled="True">
    <STATES>
      <STATE ID="0" Enabled="False" Value="800"/>
      <STATE ID="1" Enabled="False" Value="1138"/>
      <STATE ID="2" Enabled="False" Value="1477"/>
      <STATE ID="3" Enabled="False" Value="800"/>
      <STATE ID="4" Enabled="False" Value="1477"/>
    </STATES>
  </FEATURE>
  <FEATURE ID="12" Enabled="False">
    <STATES>
      <STATE ID="0" Enabled="False" Value="800"/>
      <STATE ID="1" Enabled="False" Value="800"/>
      <STATE ID="2" Enabled="False" Value="816"/>
    </STATES>
  </FEATURE>
  <FEATURE ID="5" Enabled="False">
    <STATES>
      <STATE ID="0" Enabled="False" Value="1750"/>
      <STATE ID="1" Enabled="False" Value="0"/>
    </STATES>
  </FEATURE>
  <FEATURE ID="9" Enabled="False">
    <STATES>
      <STATE ID="0" Enabled="False" Value="0"/>
    </STATES>
  </FEATURE>
  <FEATURE ID="8" Enabled="False">
    <STATES>
      <STATE ID="0" Enabled="True" Value="0"/>
      <STATE ID="1" Enabled="True" Value="0"/>
      <STATE ID="2" Enabled="False" Value="0"/>
    </STATES>
  </FEATURE>
  <FEATURE ID="19" Enabled="False">
    <STATES>
      <STATE ID="0" Enabled="True" Value="0"/>
    </STATES>
  </FEATURE>
  <FEATURE ID="20" Enabled="False">
    <STATES>
      <STATE ID="0" Enabled="True" Value="0"/>
    </STATES>
  </FEATURE>
```

```
</STATES>
</FEATURE>
<FEATURE ID="21" Enabled="False">
  <STATES>
    <STATE ID="0" Enabled="True" Value="0"/>
  </STATES>
</FEATURE>
<FEATURE ID="22" Enabled="True">
  <STATES>
    <STATE ID="0" Enabled="False" Value="30"/>
    <STATE ID="1" Enabled="False" Value="33"/>
    <STATE ID="2" Enabled="False" Value="42"/>
    <STATE ID="3" Enabled="False" Value="46"/>
    <STATE ID="4" Enabled="False" Value="57"/>
    <STATE ID="5" Enabled="False" Value="50"/>
    <STATE ID="6" Enabled="False" Value="63"/>
    <STATE ID="7" Enabled="False" Value="66"/>
    <STATE ID="8" Enabled="False" Value="70"/>
    <STATE ID="9" Enabled="False" Value="90"/>
  </STATES>
</FEATURE>
</GPU>
```