

```
1 #include <amp;graphics.h>
2 using namespace graphics;
3 ...
4     norm n;           // normalized types
5     unorm u;
6     float_2 f2;
7     float_4 f4;      // short vector types;
8     int_2 i2;
9     norm_2 n2;
10    f2 = f4.xy + i2.x*f4.zw;
11    // usable in arrays, array_views
12    extent<2> e(1024,1024);
13    array<norm_2,2> an2(e);
14    // and in textures
15    texture<unorm_4,2> tu2(e, data, e.size() * 16U, 16U);
16    writeonly_texture_view<unorm_4,2> wotv(tu2);
```