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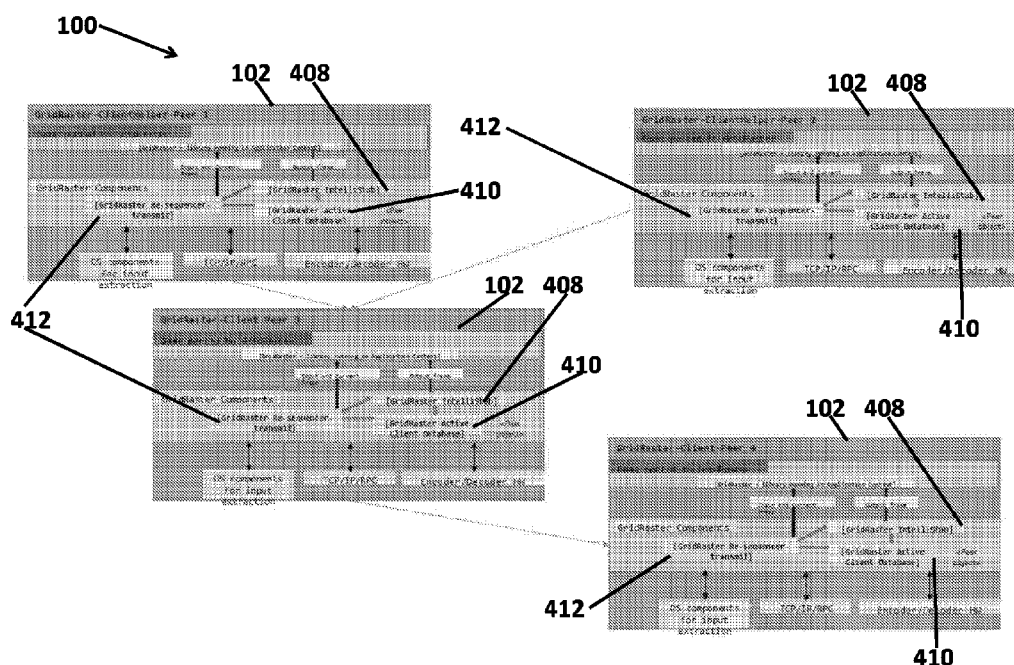
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**FIGURE 11**

(S7) Abstract: A wireless network and video/audio system and method for gaming and virtual reality are provided. The system and method intelligently harness the computing power of network of local-devices and the cloud to make powerful computing possible, anywhere. A peer-to-peer network of client devices is used where each peer device can render, encode and decode video.

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