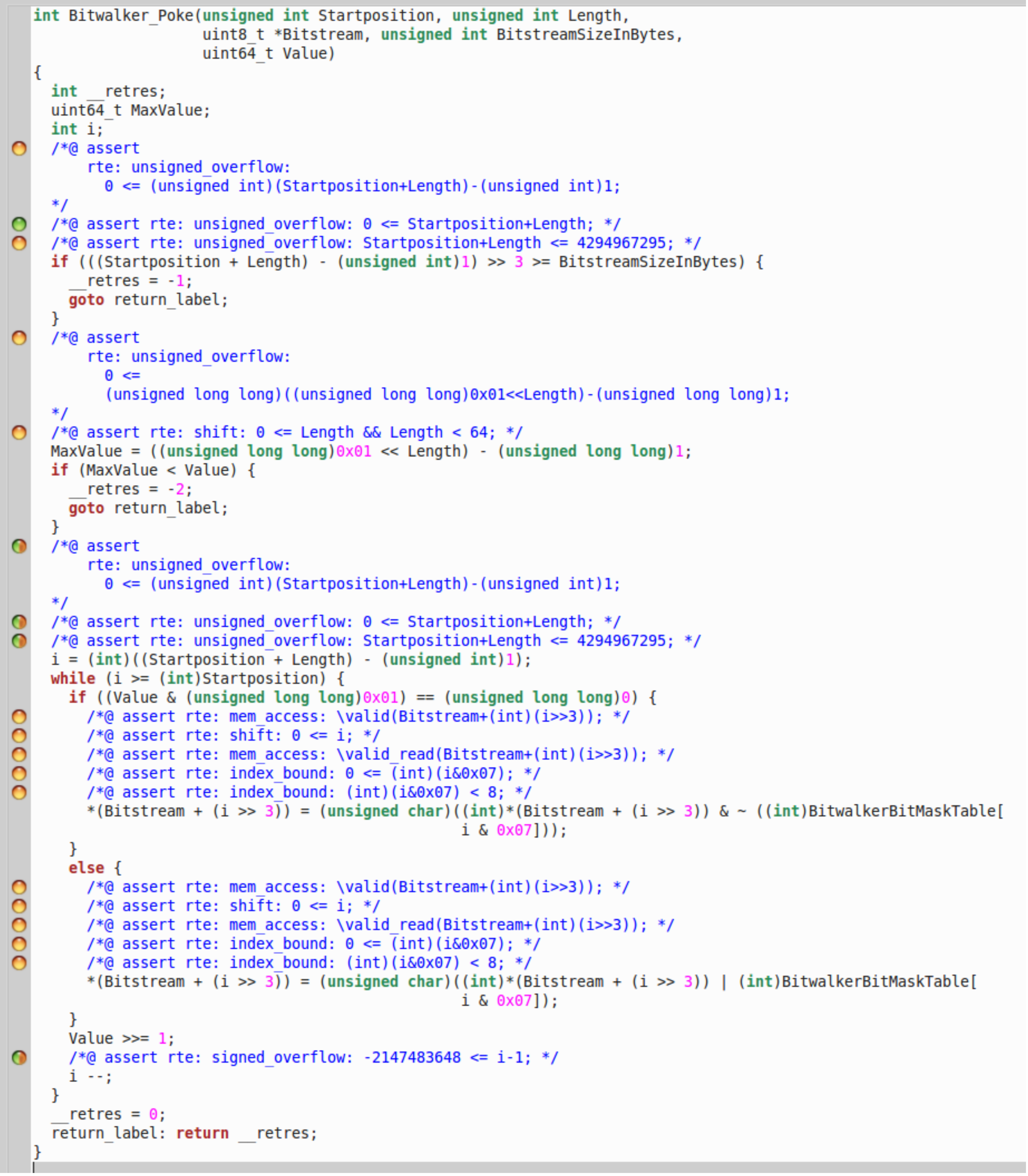

```
int Bitwalker_Poke(unsigned int Startposition, unsigned int Length,
                   uint8_t *Bitstream, unsigned int BitstreamSizeInBytes,
                   uint64_t Value)
{
  int __retres;
  uint64_t MaxValue;
  int i;
  /*@ assert
      rte: unsigned_overflow:
        0 <= (unsigned int)(Startposition+Length)-(unsigned int)1;
  */
  /*@ assert rte: unsigned_overflow: 0 <= Startposition+Length; */
  /*@ assert rte: unsigned_overflow: Startposition+Length <= 4294967295; */
  if (((Startposition + Length) - (unsigned int)1) >> 3 >= BitstreamSizeInBytes) {
    __retres = -1;
    goto return_label;
  }
  /*@ assert
      rte: unsigned_overflow:
        0 <=
        (unsigned long long)((unsigned long long)0x01<<Length)-(unsigned long long)1;
  */
  /*@ assert rte: shift: 0 <= Length && Length < 64; */
  MaxValue = ((unsigned long long)0x01 << Length) - (unsigned long long)1;
  if (MaxValue < Value) {
    __retres = -2;
    goto return_label;
  }
  /*@ assert
      rte: unsigned_overflow:
        0 <= (unsigned int)(Startposition+Length)-(unsigned int)1;
  */
  /*@ assert rte: unsigned_overflow: 0 <= Startposition+Length; */
  /*@ assert rte: unsigned_overflow: Startposition+Length <= 4294967295; */
  i = (int)((Startposition + Length) - (unsigned int)1);
  while (i >= (int)Startposition) {
    if ((Value & (unsigned long long)0x01) == (unsigned long long)0) {
      /*@ assert rte: mem_access: \valid(Bitstream+(int)(i>>3)); */
      /*@ assert rte: shift: 0 <= i; */
      /*@ assert rte: mem_access: \valid_read(Bitstream+(int)(i>>3)); */
      /*@ assert rte: index_bound: 0 <= (int)(i&0x07); */
      /*@ assert rte: index_bound: (int)(i&0x07) < 8; */
      *(Bitstream + (i >> 3)) = (unsigned char)((int)*(Bitstream + (i >> 3)) & ~ ((int)BitwalkerBitMaskTable[
                                              i & 0x07]));
    }
    else {
      /*@ assert rte: mem_access: \valid(Bitstream+(int)(i>>3)); */
      /*@ assert rte: shift: 0 <= i; */
      /*@ assert rte: mem_access: \valid_read(Bitstream+(int)(i>>3)); */
      /*@ assert rte: index_bound: 0 <= (int)(i&0x07); */
      /*@ assert rte: index_bound: (int)(i&0x07) < 8; */
      *(Bitstream + (i >> 3)) = (unsigned char)((int)*(Bitstream + (i >> 3)) | (int)BitwalkerBitMaskTable[
                                              i & 0x07]);
    }
    Value >>= 1;
    /*@ assert rte: signed_overflow: -2147483648 <= i-1; */
    i --;
  }
  __retres = 0;
  return_label: return __retres;
}
```