

Source Code Disassembly		
0x0000CFFC	0xEAFFFFF4	b #0xcfd4
0x0000D000	0xE3A02001	mov r2, #1
0x0000D004	0xE59F104C	ldr r1, [pc, #0x4c]
0x0000D008	0xE51B0008	ldr r0, [fp, #-8]
0x0000D00C	0xEB000145	bl #0xd528
0x0000D010	0xE3A03000	mov r3, #0
0x0000D014	0xE50B300C	str r3, [fp, #-0xc]
0x0000D018	0xE51B300C	ldr r3, [fp, #-0xc]
0x0000D01C	0xE3530B01	cmp r3, #0x400
0x0000D020	0xB3A03001	movlt r3, #1
0x0000D024	0xA3A03000	movge r3, #0
0x0000D028	0xE6EF3073	uxtb r3, r3
0x0000D02C	0xE3530000	cmp r3, #0
0x0000D030	0x0AFFFE1	beq #0xcfb
0x0000D034	0xE51B300C	ldr r3, [fp, #-0xc]
0x0000D038	0xE2833001	add r3, r3, #1
0x0000D03C	0xE50B300C	str r3, [fp, #-0xc]
0x0000D040	0xEAFFFFF4	b #0xd018
0x0000D044	0x0000E11C	andeq lr, r0, ip, lsl r1
0x0000D048	0x0000E128	andeq lr, r0, r8, lsr #2