

63'h034: Data = 32'hD2800009; // MOVZ X9, 0x0, LSL #0
63'h038: Data = 32'hD2801BEF; // MOVZ X11, 0xDEFO, LSL #0
63'h03C: Data = 32'h8B0B0129; // ADD X9, X9, X11
63'h040: Data = 32'hF2A017EF; // MOVZ X11, 0x9ABC, LSL #16
63'h044: Data = 32'h8B0B0129; // ADD X9, X9, X11
63'h048: Data = 32'hF2C013EF; // MOVZ X11, 0x5678, LSL #32
63'h04C: Data = 32'h8B0B0129; // ADD X9, X9, X11
63'h050: Data = 32'hF2E011EF; // MOVZ X11, 0x1234, LSL #48
63'h054: Data = 32'h8B0B0129; // ADD X9, X9, X11
63'h058: Data = 32'hF80203E9; // STUR X9, [XZR, 0x28]
63'h05C: Data = 32'hF84203EA; // LDUR X10, [XZR, 0x28]

An online converter was used to create the hex out of the binary