```
push {r4, r5, r6, r7, lr}
   mov r5, r1
   sub sp, sp, #108; 0x6c
                                     .word 0x00000078
   mov r1, #1
                                     .word 0x0000000c
   mov r4, r0
                                     .word 0x00000000
   bl 0 < fcntl64 nocancel>
                                     .word 0x00000103
   cmn r0, #1
                                     .word 0x00000107
   beg 28 < check one fd+0x28>
       No Jump
                        Jump
          bl 0 < aeabi read tp>
          ldr r3, [pc, #124]; b0 < check one fd+0xb0>
          ldr r3, [pc, r3]
          ldr r3, [r0, r3]
          cmp r3, #9
          bne 20 < check one fd+0x20>
                 No Jump
                                          Jump
                         cmp r5, #32768; 0x8000
                         ldreg r0, [pc, #104]; b4 < check one fd+0xb4>
                         ldrne r0, [pc, #104]; b8 < check one fd+0xb8>
                         mov r1, r5
                         mov r2, #0
                         moveg r7, #0
                         movne r7, #0
                         ldreg r6, [pc, #88]; bc <check one fd+0xbc>
                         ldrne r6, [pc, \#88]; c0 < check one fd+0xc0>
                         bl 0 < open nocancel>
                         cmp r4, r0
                         bne ac <check one fd+0xac>
                                 No Jump
                                                          Jump
                           mov r1, r4
                           mov r2, sp
                           mov r0, #3
                           bl\ 0 < fxstat64>
                           cmp r0, #0
                           bne ac <check one fd+0xac>
                               No Jump
                                               Jump
                     ldr r3, [sp, #16]
                     and r3, r3, #61440; 0xf000
                     cmp r3, #8192; 0x2000
                     bne ac <check one fd+0xac>
                         No Jump
                                         Jump
                add r3, sp, #32
               ldm r3, {r2, r3}
               cmp r3, r7
               cmpeg r2, r6
               beg 20 < check one fd+0x20>
                   No Jump
                                    Jump
add sp, sp, #108; 0x6c
                                                 udf #0
pop {r4, r5, r6, r7, pc}
                             check one fd
```