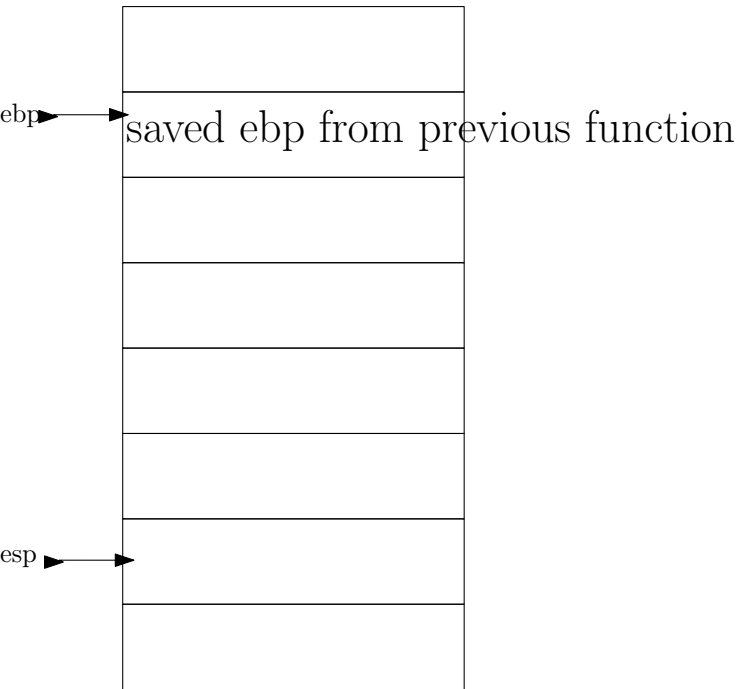


System Stack 32 bits = 4 bytes



Top of stack is in lower memory