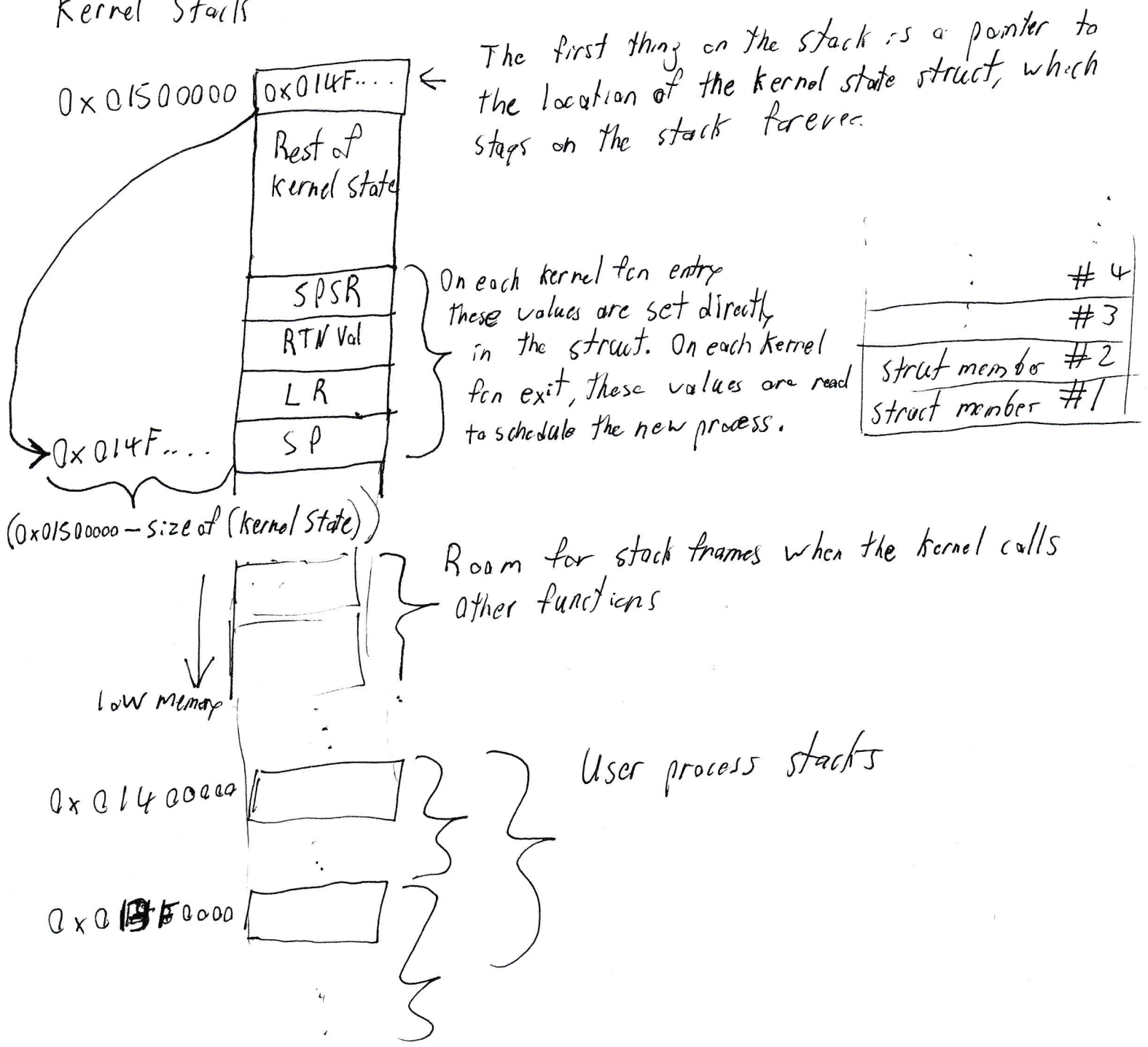


Kernel Stacks



The first thing on the stack is a pointer to the location of the kernel state struct, which stays on the stack forever.

	# 4
	# 3
struct member	# 2
struct member	# 1