and
or
x location: 0 Read
y location: 32 Read
size: 32
size: 32
*
a location: 0 Read
r location: 88 Read
b location: 32 Write
size: 24
size: 32
size: 24
//
x location: 0 Read
y location: 32 Read
r location: 88 Write
q location: 64 Write
z location: 144 Read
size: 32
size: 32
size: 32
size: 24
size: 64
+
q location: 64 Read
r location: 88 Read
w location: 120 Write
z location: 144 Read
size: 24
size: 32
size: 24
size: 64
+
z location: 144 Read
a location: 88 Read
size: 64
size: 32
+
z location: 144 Read
size: 64
+
a location: 88 Read
size: 32
z location: 144 Read
size: 64
+
z location: 144 Read
size: 64
+
q location: 64 Read
r location: 88 Read
size: 24
size: 32
*
q location: 64 Write
a location: 0 Write
size: 24
size: 24
-
%
<<
>>
|
^
&
==
!=
w location: 120 Read
size: 24
<
<=
>
>=
!=
-
+
!
~