

%0:

%1 = load volatile i8* @"\\01__PADIR_L", align 1, !dbg !55

%2 = zext i8 %1 to i16, !dbg !55

%3 = or i16 %2, 1, !dbg !55

%4 = trunc i16 %3 to i8, !dbg !55

store volatile i8 %4, i8* @"\\01__PADIR_L", align 1, !dbg !55

call void @bitcast (void (...)* @ACCEL_setup to void (*)()), !dbg !56

call void @ACCEL_SetReg(i8 zeroext 45, i8 zeroext 2), !dbg !57

ret void, !dbg !58

CFG for 'initializeHardware' function