```
; ======= B E G I N N I N G O F P R O C E D U R E ==========
       ; Variables:
            saved_fp: 0
           var_8: int64_t, -8
       ; var_10: int64_t, -16
       ; var_18: int64_t, -24
           var_20: int64_t, -32
           var_24: int32_t, -36
           var_28: int32_t, -40
           var_30: int64_t, -48
       ; var_34: int32_t, -52
_sprr_test:
pacibsp
                      ; CODE XREF=_main+248
sub
          sp, sp, #0x70
stp
          x29, x30, [sp, #0x60]
add
          x29, sp, #0x60
stur
          x0, [x29, var_8]
stur
          x1, [x29, var_10]
bl
          _read_sprr_perm ; _read_sprr_perm
stur
          x0, [x29, var_18]
ldur
          x0, [x29, var_10]
bl
          _write_sprr_perm ; _write_sprr_perm
bl
          _read_sprr_perm ; _read_sprr_perm
          x0, [x29, var_20]
stur
          x8, [x29, var_20]
ldur
str
          x8, [sp, #0x60 + var_30]
          x0, [x29, var_8]
ldur
bl
          _can_read ; _can_read
movz
          w9, #0x2d
          w9, [sp, \#0x60 + var_34]
str
movz
          w8, #0x72
          w10, w0, #0x1
ands
csel
          w8, w8, w9, ne
stur
          w8, [x29, var_28]
ldur
          x0, [x29, var_8]
bl
          _can_write ; _can_write
ldr
          w9, [sp, \#0x60 + var_34]
          w8, #0x77
movz
          w10, w0, #0x1
ands
csel
          w8, w8, w9, ne
stur
          w8, [x29, var_24]
ldur
          x0, [x29, var_8]
bl
          _can_exec ; _can_exec
          w10, [sp, \#0x60 + var_34]
ldr
          x8, [sp, #0x60 + var_30]
ldr
ldur
          w12, [x29, var_28]
ldur
          w11, [x29, var_24]
          w9, #0x78
movz
ands
          w13, w0, #0x1
          w10, w9, w10, ne
          x0, #0x100007000 ; 0x100007f84@PAGE
adrp
          x0, x0, #0xf84; 0x100007f84@PAGE0FF, "%llx: %c%c%c\\n"
add
          x9, sp
mov
          x8, [x9]
str
          x8, x12
mov
          x8, [x9, #0x8]
str
          x8, x11
mov
          x8, [x9, #0x10]
str
          x8, x10
mov
          x8, [x9, #0x18]
str
bl
          imp___auth_stubs__printf ; printf
ldp
          x29, x30, [sp, #0x60]
          sp, sp, #0x70
add
retab
```