

```

; ===== 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_4: int32_t, -4
;   var_8: int32_t, -8
;   var_10: int64_t, -16
;   var_14: int32_t, -20
;   var_20: int64_t, -32
;   var_28: int64_t, -40

_main:
pacibsp
sub      sp, sp, #0x50
stp      x29, x30, [sp, #0x40]
add      x29, sp, #0x40
stur     wzr, [x29, var_4]
stur     w0, [x29, var_8]
stur     x1, [x29, var_10]
stur     wzr, [x29, var_14]

```

```

loc_100007ef4:
ldur     w8, [x29, var_14] ; CODE XREF=_main+132
cmp      w8, #0x40
b.ge     loc_100007f5c

```

```

ldur     w8, [x29, var_14]
mov      x9, x8
movz     x10, #0x1
lsl      x0, x10, x9
bl       _write_sprrr ; _write_sprrr
ldur     w8, [x29, var_14]
mov      x0, x8
str      x0, [sp, #0x40 + var_20]
bl       _read_sprrr ; _read_sprrr
adrp     x9, #0x100007000 ; 0x100007f7c@PAGE
add      x9, x9, #0xf7c ; 0x100007f7c@PAGEOFF, "Flipped Register s3_6_c15_c0_1 bit %02d: %016llx\\n"
str      x0, [sp, #0x40 + var_28]
mov      x0, x9
mov      x9, sp
ldr      x10, [sp, #0x40 + var_20]
str      x10, [x9]
ldr      x11, [sp, #0x40 + var_28]
str      x11, [x9, #0x8]
bl       imp__auth_stubs__printf ; printf
ldur     w8, [x29, var_14]
add      w8, w8, #0x1
stur     w8, [x29, var_14]
b        loc_100007ef4

```

```

loc_100007f5c:
ldur     w0, [x29, var_4] ; CODE XREF=_main+40
ldp      x29, x30, [sp, #0x40]
add      sp, sp, #0x50
retab

```