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; ===== 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_18: int32_t, -24
;   var_20: int64_t, -32
;   var_28: int64_t, -40
;   var_2C: int32_t, -44
;   var_38: int64_t, -56
;   var_40: int64_t, -64
;   var_44: int32_t, -68
;   var_50: int64_t, -80
;   var_58: int64_t, -88
;   var_60: int64_t, -96
;   var_68: int64_t, -104

_main:
pacibsp
sub    sp, sp, #0x80
stp    x29, x30, [sp, #0x70]
add    x29, sp, #0x70
movz   x8, #0x0
str    x8, [sp, #0x70 + var_40]
adrp   x16, #0x100007000 ; 0x100007c34@PAGE
add    x16, x16, #0xc34 ; 0x100007c34@PAGEOFF, _bus_handler
paciza
str    x16, [sp, #0x70 + var_60]
adrp   x16, #0x100007000 ; 0x100007c7c@PAGE
add    x16, x16, #0xc7c ; 0x100007c7c@PAGEOFF, _sev_handler
paciza
mov    x8, x16
ldr    x16, [sp, #0x70 + var_60]
str    x8, [sp, #0x70 + var_58]
stur   wzr, [x29, var_4]
stur   w0, [x29, var_8]
stur   x1, [x29, var_10]
sub    x1, x29, #0x20
str    x1, [sp, #0x70 + var_50]
movn   w8, #0x0
str    w8, [sp, #0x70 + var_44]
stur   w8, [x29, var_18]
stur   x16, [x29, var_20]
movz   w8, #0x42
stur   w8, [x29, var_14]
movz   w0, #0xa
movz   x2, #0x0
str    x2, [sp, #0x70 + var_38]
bl     imp__auth_stubs__sigaction ; sigaction
ldr    x16, [sp, #0x70 + var_58]
ldr    x1, [sp, #0x70 + var_50]
ldr    x2, [sp, #0x70 + var_38]
stur   x16, [x29, var_20]
movz   w0, #0xb ; argument "sig" for method imp__auth_stubs__sigaction
bl     imp__auth_stubs__sigaction ; sigaction
ldr    w4, [sp, #0x70 + var_44]
ldr    x5, [sp, #0x70 + var_40]
ldr    x0, [sp, #0x70 + var_38]
movz   x1, #0x4000
movz   w2, #0x7
movz   w3, #0x1802 ; argument "addr" for method imp__auth_stubs__mmap
bl     imp__auth_stubs__mmap ; mmap
stur   x0, [x29, var_28]
orr    x0, xzr, #0x3333333333333333
bl     _write_sprrr_perm ; _write_sprrr_perm
ldur   x9, [x29, var_28]
movz   w8, #0x3c0
movk   w8, #0xd65f, lsl #16
str    w8, [x9]
stur   wzr, [x29, var_2C]

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loc_100007be8:
ldur   w8, [x29, var_2C] ; CODE XREF=_main+264
subs   w8, w8, #0x4
b.ge   loc_100007c24

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ldur   x8, [x29, var_28]
str    x8, [sp, #0x70 + var_68]
ldur   w8, [x29, var_2C]
and    w0, w8, #0xff
bl     _make_sprrr_val ; _make_sprrr_val
mov    x1, x0
ldr    x0, [sp, #0x70 + var_68]
bl     _sprrr_test ; _sprrr_test
ldur   w8, [x29, var_2C]
add    w8, w8, #0x1
stur   w8, [x29, var_2C]
b      loc_100007be8

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loc_100007c24:
ldur   w0, [x29, var_4] ; CODE XREF=_main+216
ldp    x29, x30, [sp, #0x70]
add    sp, sp, #0x80
retab

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