

Editor

Simulator

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Machine Code	Basic Code	Original Code
0x100002b7	lui x5 65536	lui x5, 0x10000 # Access data memory
0x00c28293	addi x5 x5 12	addi x5, x5, 0x00C # Fill least signifcant bits with 0x00C
0x0fe00313	addi x6 x0 254	li x6, 0xFE # Load value 0xFE into register x6
0x0062a023	sw x6 0(x5)	sw x6, 0(x5) # Store value in memory
0x0002a503	lw x10 0(x5)	lw x10, 0(x5) # Load value from x5 into x10

console output

ra (x1)

0x00000000

sp (x2)

0x7fffffff0

gp (x3)

0x10000000

tp (x4)

0x00000000

t0 (x5)

0x1000000c

t1 (x6)

0x000000fe

t2 (x7)

0x00000000

s0 (x8)

0x00000000

s1 (x9)

0x00000000

a0 (x10)

0x000000fe

a1 (x11)

0x00000000

a2 (x12)

0x00000000

a3 (x13)

0x00000000

Display Settings

Hex