

# Code Source

<code>_TCE_LD0FF(0, l_a);</code>
<code>_TCE_LD0FF(512, l_b);</code>
<code>_TCE_POLAR_F8X64(l_a, l_b, l_c);</code>
<code>_TCE_ST0FF(1024, l_c);</code>
<code>_TCE_LD0FF(64, l_a);</code>
<code>_TCE_LD0FF(576, l_b);</code>
<code>_TCE_POLAR_F8X64(l_a, l_b, l_c);</code>
<code>_TCE_ST0FF(1088, l_c);</code>



compilateur  
**tcecc**



désassembleur  
**tcedisasm**



# Code Assembleur

Bus 0 - 32 bits		Bus 1 - 512 bits		Bus 2 - 64 bits		Bus 3 - 32 bits		Bus 4 - 512 bits	
0	-> LLRLSU1.T.load	...	...	512	-> LLRLSU2.T.load	...	...	...	...
576	-> LLRLSU1.T.load	LLRLSU1.out1 -> LLRPU.T.f8x64	...	64	-> LLRLSU2.T.load	LLRLSU2.out1 -> LLRPU.in2	...	...	...
1024	-> LLRLSU2.T.store	LLRLSU1.out1 -> LLRPU.in2	...	640	-> LLRLSU1.T.load	LLRPU.out1 -> LLRLSU2.in2	...	...	...
128	-> LLRLSU1.T.load	...	...	8	-> RF_1.2	LLRLSU2.out1 -> LLRPU.T.f8x64	...	...	...
1088	-> LLRLSU1.T.store	LLRPU.out1 -> LLRLSU1.in2	...	8	-> PLSU.T.load	...	...	...	...