# Code Source

```
_TCE_LDOFF(0,   l_a);
_TCE_LDOFF(512, l_b);
_TCE_POLAR_F8X64(l_a, l_b, l_c);
_TCE_STOFF(1024, l_c);
_TCE_LDOFF(64, l_a);
_TCE_LDOFF(576, l_b);
_TCE_POLAR_F8X64(l_a, l_b, l_c);
_TCE_STOFF(1088, l_c);
```

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compilateur **tcecc**

↓

désassembleur **tcedisasm**

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# Code Assembleur

| Bus 0 - 32 bits | Bus 1 - 512 bits | Bus 2 - 32 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   -> PSLSU.T.load | ... |