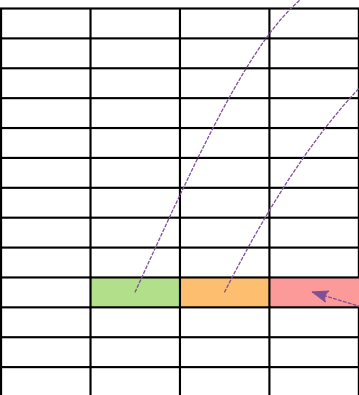


64 bits

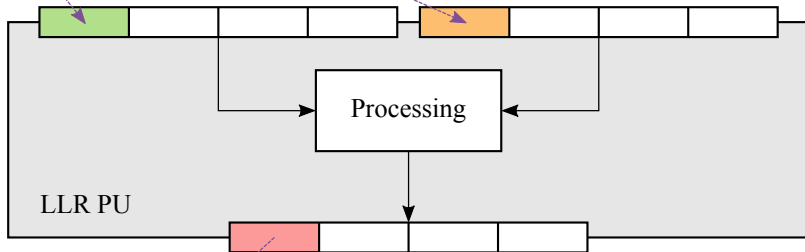


512 bits

LLR Memory

Port d'entrée 1

Port d'entrée 2



Port de sortie

-----> Chargements et sauvegardes non-alignés