64-bit Position	32-bit Position	16-bit Position	Contents	Frame
(f) + 8n + 16	(f) + 4n + 8	(f) + 2n + 4	argument # n	
(4)	(4)			Previous
(f) + 16	(f) + 8	(f) + 4	argument # 0	
(f) + 8	(f) + 4	(f) + 2	success address	
(f)	(f)	(f)	success frame	Current
(f) - 8	(f) - 4	(f) - 2	fail address	
(f) - 16	(f) - 8	(f) - 4	fail frame	
(f) - 24	(f) - 12	(f) - 6	Local # 0	
(f) - 8n - 24	(f) - 4n - 12	(f) - 2n - 6	Local # n	
(sp)	(sp)	(sp)	top of stack	