

```
ipc_magic
ipc_type
ipc_unknown1
ipc_server_id
ipc_epoch
ipc_unknown2
```

load

Diagram illustrating the mapping of variables to a 48-byte memory structure (48B). The structure is divided into three 16-byte sections. The first section contains 0x14, InventoryModifyHan, 0x0, 0x2, 1632004123, and 0x0. The second section contains 0x00, 0x00, 0x00, 0x10, 0x00, 0x00, 0x00, 0x00, 0x00, 0x00, 0x00, 0x00, 0x00, 0x00, 0x00, 0x00. The third section contains 0x00, 0x00, 0x00, 0x00, 0x00, 0x00, 0x00, 0x00, 0x00, 0x00, 0x00, 0x00, 0x00, 0x00, 0x00, 0x00. Arrows indicate the mapping of variables to specific bytes in the structure.

Variable	Value	Memory Address (Hex)
0x14	0x14	0x00000000
InventoryModifyHan	0x00000000	0x00000004
0x0	0x00	0x00000008
0x2	0x02	0x0000000c
1632004123	0x6146681b	0x00000010
0x0	0x00	0x00000014
0x00	0x00	0x00000018
0x00	0x00	0x0000001c
0x10	0x10	0x00000020
0x00	0x00	0x00000024
0x00	0x00	0x00000028
0x00	0x00	0x0000002c
0x00	0x00	0x00000030
0x00	0x00	0x00000034
0x00	0x00	0x00000038
0x00	0x00	0x0000003c
0x00	0x00	0x00000040
0x00	0x00	0x00000044
0x00	0x00	0x00000048
0x00	0x00	0x0000004c
0x00	0x00	0x00000050
0x00	0x00	0x00000054
0x00	0x00	0x00000058
0x00	0x00	0x0000005c
0x00	0x00	0x00000060
0x00	0x00	0x00000064
0x00	0x00	0x00000068
0x00	0x00	0x0000006c
0x00	0x00	0x00000070
0x00	0x00	0x00000074
0x00	0x00	0x00000078
0x00	0x00	0x0000007c
0x00	0x00	0x00000080
0x00	0x00	0x00000084
0x00	0x00	0x00000088
0x00	0x00	0x0000008c
0x00	0x00	0x00000090
0x00	0x00	0x00000094
0x00	0x00	0x00000098
0x00	0x00	0x0000009c
0x00	0x00	0x000000a0
0x00	0x00	0x000000a4
0x00	0x00	0x000000a8
0x00	0x00	0x000000ac
0x00	0x00	0x000000b0
0x00	0x00	0x000000b4
0x00	0x00	0x000000b8
0x00	0x00	0x000000bc
0x00	0x00	0x000000c0
0x00	0x00	0x000000c4
0x00	0x00	0x000000c8
0x00	0x00	0x000000cc
0x00	0x00	0x000000d0
0x00	0x00	0x000000d4
0x00	0x00	0x000000d8
0x00	0x00	0x000000dc
0x00	0x00	0x000000e0
0x00	0x00	0x000000e4
0x00	0x00	0x000000e8
0x00	0x00	0x000000ec
0x00	0x00	0x000000f0
0x00	0x00	0x000000f4
0x00	0x00	0x000000f8
0x00	0x00	0x000000fc