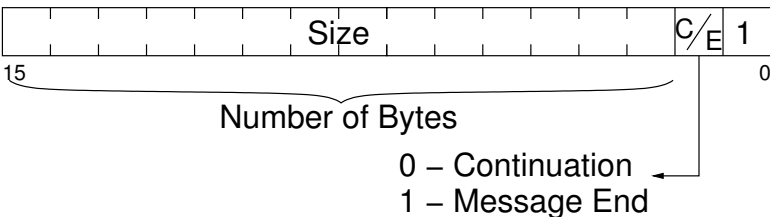


# 16-bit Command for Loading / Writing Data



# 16-bit Command for Loading Key

