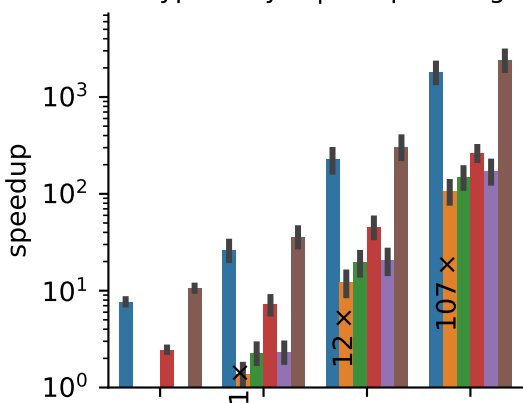
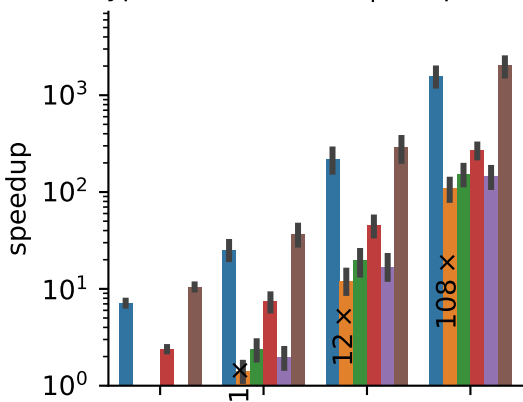


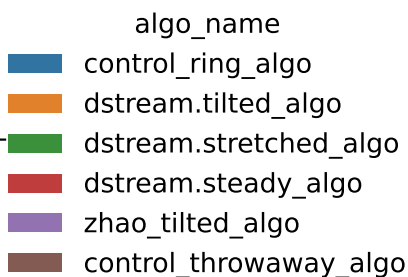
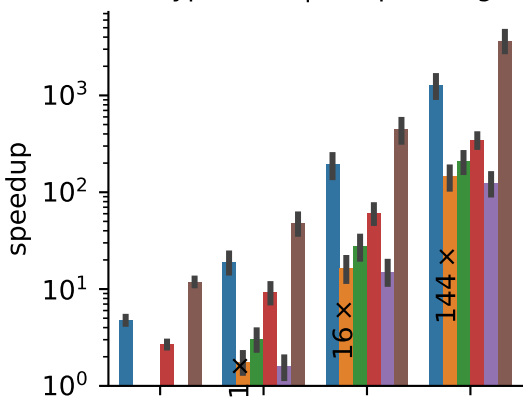
data type = byte | compiler = g++



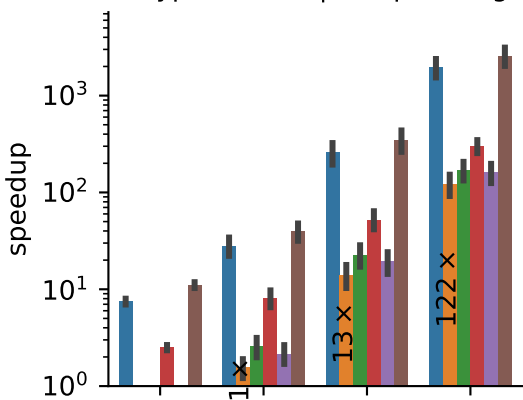
data type = double word | compiler = g++



data type = bit | compiler = g++



data type = word | compiler = g++



64 256 1024 4096  
num\_sites