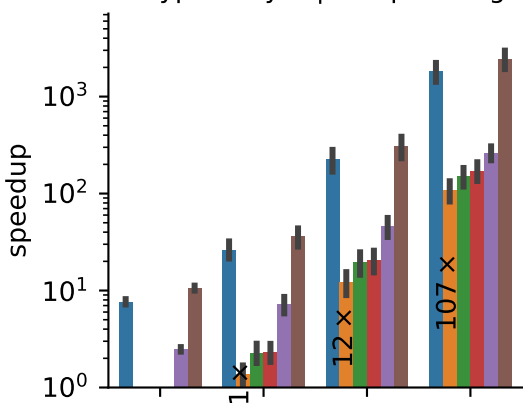
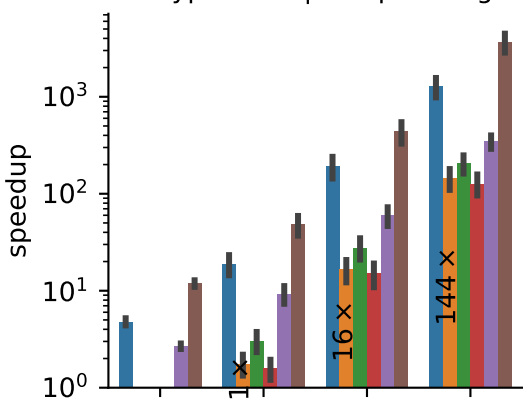


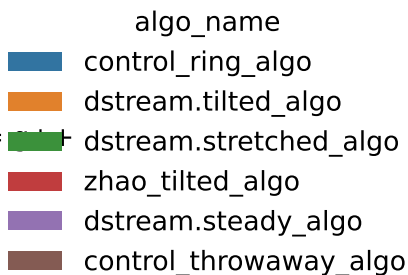
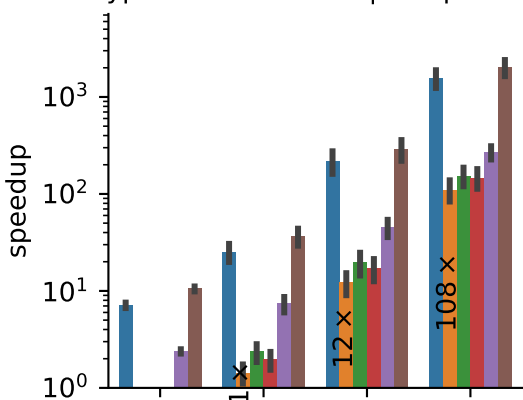
data type = byte | compiler = g++



data type = bit | compiler = g++



data type = double word | compiler = g++



data type = word | compiler = g++

