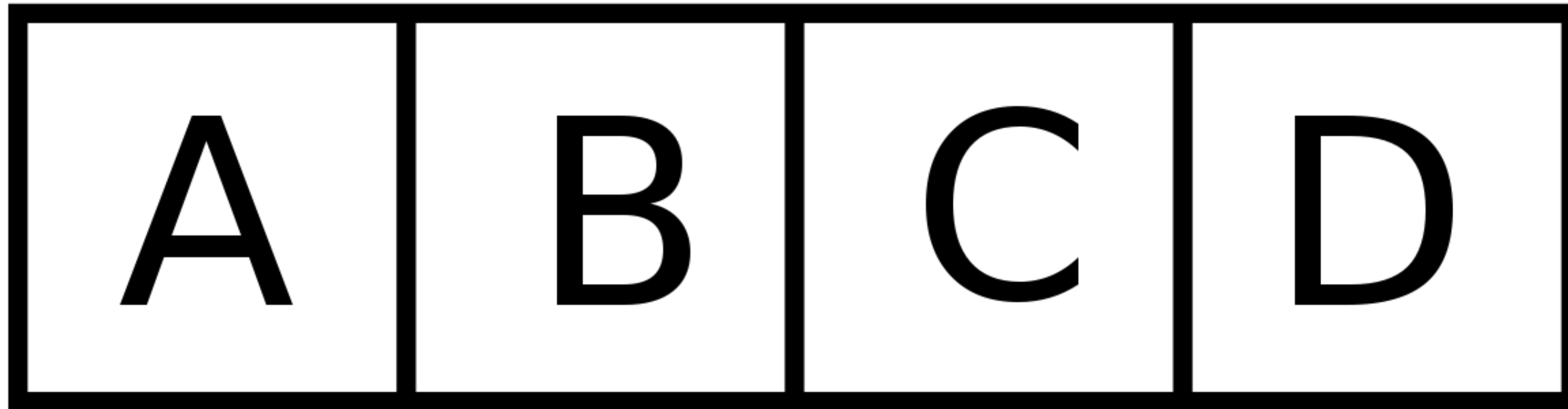


# Register



Big endian



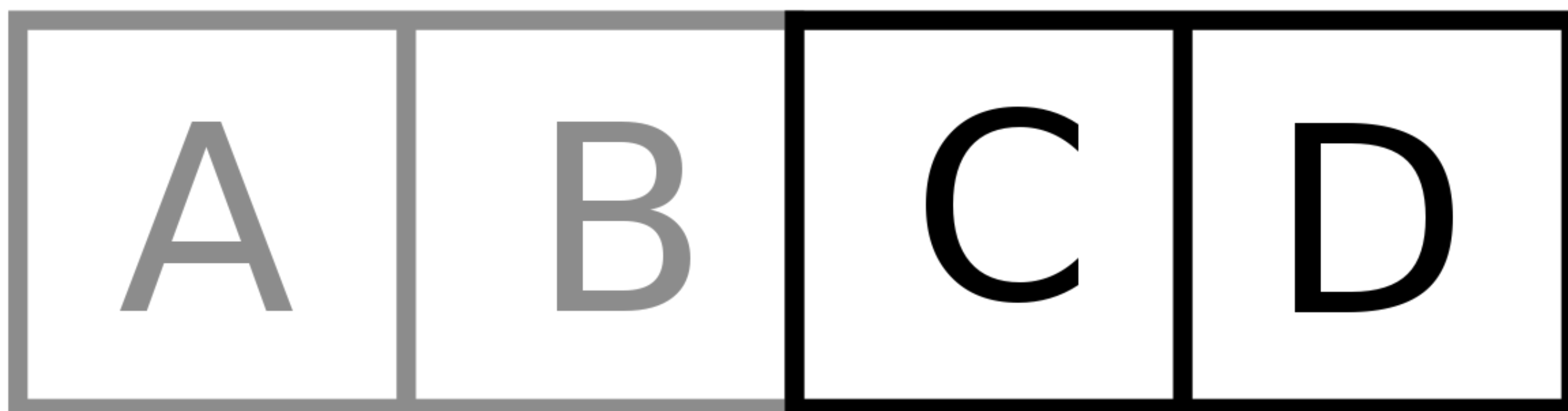
32 bit access



Little endian



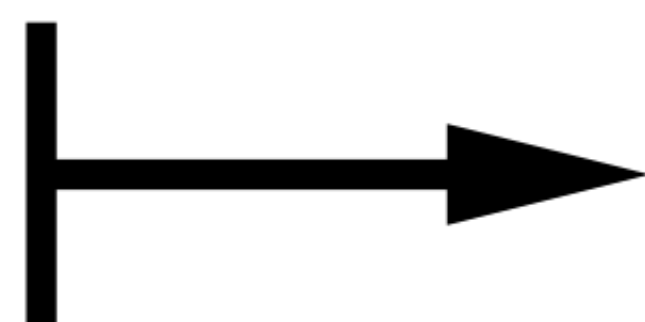
Big endian



16 bit access



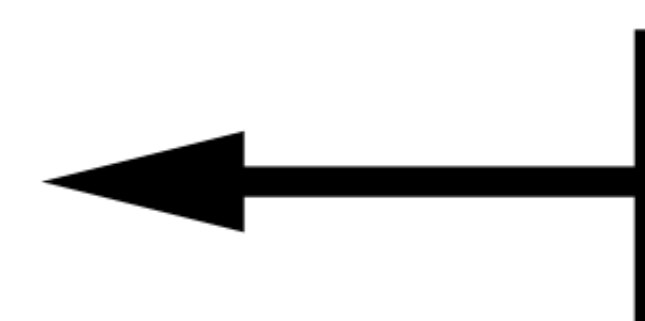
Little endian



Big endian



8 bit access



Little endian