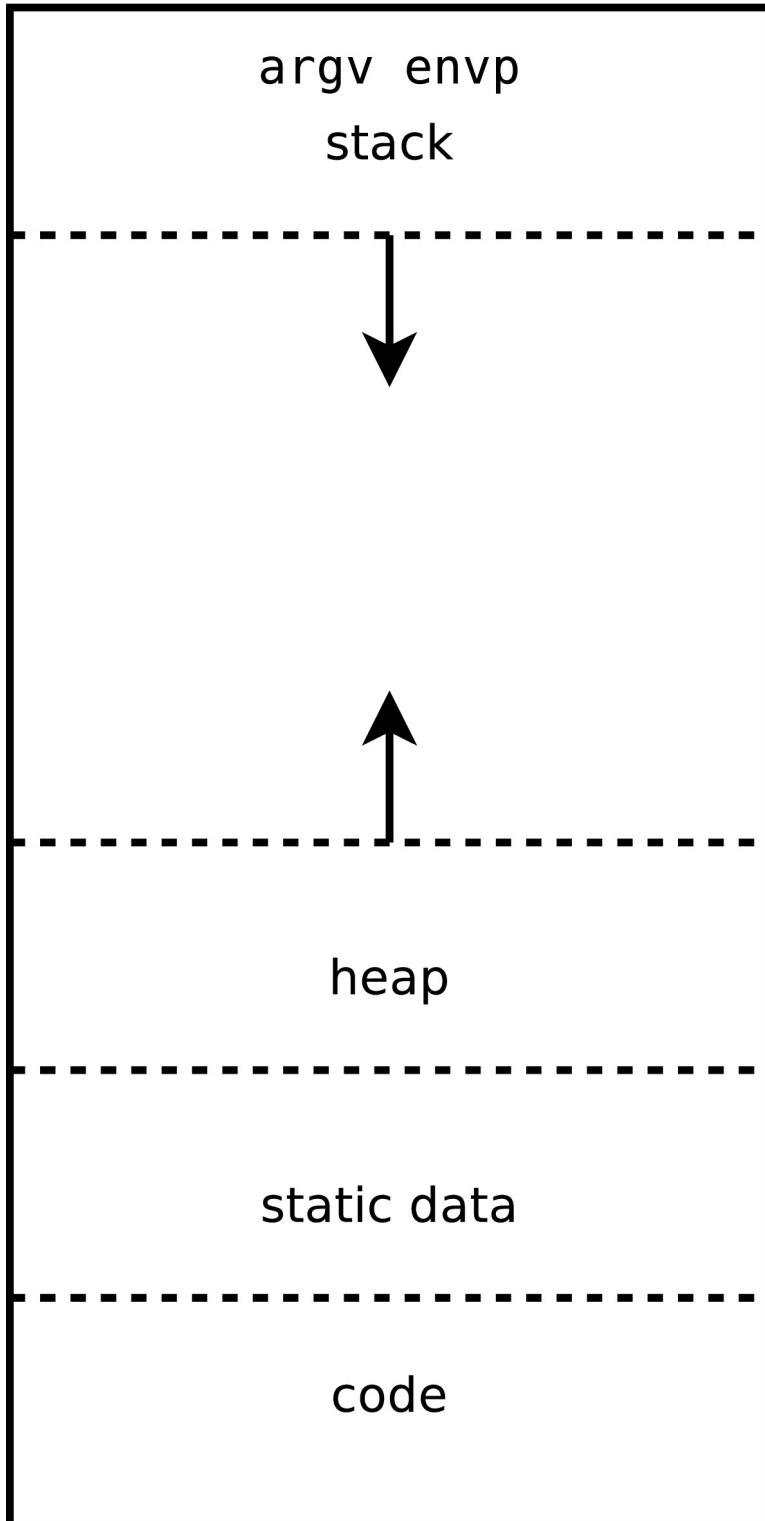


User Memory



sp (stack pointer)

0000 0000 0000 0000