GCC-Linux - Plugin and Slang	LLVM-Mac - Plugin	LLVM-Mac - Slang	JIT	Meaning
movzbl 0x8(%eax,%edx,1),%ebp	movzbl (%esi,%eax), %edx	**movl -0x14(%ebp), %esi**	movzbl %ds:(%edx,%eax,1), %edi	move the string1 character (at index i) to a register (either %ebp, %esi or %edi)
		movzbl 0x8(%edx,%esi), %esi		
movzbl 0x8(%eax,%ebx,1),%ecx	movzbl (%edi,%eax), %ecx	**movl -0x18(%ebp), %edi**	movzbl %ds:(%esi,%eax,1), %ecx	move the string2 character (at index i) to a register (either %ecx, %edi or %ecx)
		movzbl 0x8(%edx,%edi), %edi		
cmp %ecx,%ebp	subl %ecx, %edx	subl %edi, %esi	subl %ecx, %edi	compare these 2 characters. If they are different, jump after the loop
jne *after loop*	jne *after loop*	jne *after loop*	jnz *after loop*	
add $0x1,%eax	incl %eax	incl %edx	addl $0x00000001, %eax	increment the index i
cmp %eax,%edi	cmpl %ebx, %eax	cmpl %ebx, %edx	cmpl %eax, %ebx	check if i is not off bounds. If it is still in bounds, jump at the start of the loop
jne *start of loop*	jl *start of loop*	jl *start of loop*	jnz *start of loop*	