

Read 0xcb37 = \*(UINT16\*)0xbffff41b  
 .text 0xb7fe4dfe movzx edx, word ptr [eax]      edx = 0xcb37  
 Write \*(UINT16\*)0xbffff10d = 0xcb37  
 Read 0x49 = \*(UINT8\*)0xbffff41d  
 .text 0xb7fe4e05 movzx eax, byte ptr [eax+0x2]      eax = 0x49  
 Write \*(UINT8\*)0xbffff10f = 0x49  
 Read 0x49cb3700 = \*(UINT32\*)0xbffff10c

Read 0xedf8 = \*(UINT16\*)0xbffff41b  
 .text 0xb7fe4dfe movzx edx, word ptr [eax]      edx = 0xedf8  
 Write \*(UINT16\*)0xbffff10d = 0xedf8  
 Read 0x25 = \*(UINT8\*)0xbffff41d  
 .text 0xb7fe4e05 movzx eax, byte ptr [eax+0x2]      eax = 0x25  
 Write \*(UINT8\*)0xbffff10f = 0x25  
 Read 0x25edf800 = \*(UINT32\*)0xbffff10c

.text 0xb7fe4dea mov dword ptr [ebp-0x4], edi  
 Write \*(UINT32\*)0xbffff118 = 0xb7fff524  
 .text 0xb7fe4ded mov dword ptr [ebp-0x10], 0x0  
 Write \*(UINT32\*)0xbffff10c = 0  
 Read 0xbffff41b = \*(UINT32\*)0xb7fef24  
 .text 0xb7fe4df4 mov eax, dword ptr [ebx-0xd0]      eax = 0xbffff41b  
 .text 0xb7fe4dfa test eax, eax      eflags = 0x286  
 .text 0xb7fe4dfc jz 0xb7fe4e51

Read 0xcb37 = \*(UINT16\*)0xbffff41b  
 .text 0xb7fe4dfe movzx edx, word ptr [eax]      edx = 0xcb37  
 .text 0xb7fe4e01 mov word ptr [ebp-0xf], dx  
 Write \*(UINT16\*)0xbffff10d = 0xcb37  
 Read 0x49 = \*(UINT8\*)0xbffff41d  
 .text 0xb7fe4e05 movzx eax, byte ptr [eax+0x2]      eax = 0x49  
 .text 0xb7fe4e09 mov byte ptr [ebp-0xd], al  
 Write \*(UINT8\*)0xbffff10f = 0x49  
 Read 0x49cb3700 = \*(UINT32\*)0xbffff10c

.text 0xb7fe4dea mov dword ptr [ebp-0x4], edi  
 Write \*(UINT32\*)0xbffff118 = 0xb7fff524  
 .text 0xb7fe4ded mov dword ptr [ebp-0x10], 0x0  
 Write \*(UINT32\*)0xbffff10c = 0  
 Read 0xbffff41b = \*(UINT32\*)0xb7fef24  
 .text 0xb7fe4df4 mov eax, dword ptr [ebx-0xd0]      eax=0xbffff41b  
 .text 0xb7fe4dfa test eax, eax      eflags = 0x286  
 .text 0xb7fe4dfc jz 0xb7fe4e51

Read 0xedf8 = \*(UINT16\*)0xbffff41b  
 .text 0xb7fe4dfe movzx edx, word ptr [eax]      edx = 0xedf8  
 .text 0xb7fe4e01 mov word ptr [ebp-0xf], dx  
 Write \*(UINT16\*)0xbffff10d = 0xedf8  
 Read 0x25 = \*(UINT8\*)0xbffff41d  
 .text 0xb7fe4e05 movzx eax, byte ptr [eax+0x2]      eax = 0x25  
 .text 0xb7fe4e09 mov byte ptr [ebp-0xd], al  
 Write \*(UINT8\*)0xbffff10f = 0x25  
 Read 0x25edf800 = \*(UINT32\*)0xbffff10c