Read Oxcb37 = "(UNT16")oxbfffffalb .text					
.text		Read Oxcb37 = °(UINT16°)Oxbffff41b	1	Read Oxedf8 = *(UINT16*)Oxbffff41b	
Read Ox49 = *(UINTS*)Oxbffff41d .text Oxb 7fe4e05 movzx eax, byte ptr [eax+0x2] \$ eax = 0x49 write *(UINTS*)Oxbffff10f = 0x49 Read Ox49cb3700 = *(UINT32*)Oxbffff10c .text Oxb 7fe4e0c mov esi, dword ptr [ebp-0x10] \$ esi = 0x49cb3700 Read Ox22ale196 = *(UINT32*)Oxb63ef6e4 = 0x49cb3700 Read Ox22ale196 = *(UINT32*)Oxb63ef6e4 = 0x49cb3700 Read Ox25ale196 = *(UINT32*)Oxb63ef6e4 = 0x49cb3700 Read Ox25ale196 = *(UINT32*)Oxb63ef6e4 = 0x49cb3700 Read Ox25ale196 = *(UINT32*)Oxb63ef6e4 = 0x49cb3700 Read Ox5b875556 = *(UINT32*)Oxb63ef6e4 = 0x25edf800 Read Ox5b875556 = *(UINT32*)Oxb63ef6e4 = 0x25edf800 Read Ox5b875556 = *(UINT32*)Oxb63ef6e8 = 0x22ale196 .text Oxb7fe4ded mov dword ptr [eax+0x4] \$ esi = 0x2ale196 .text Oxb7fe4ded mov dword ptr [ebp-0x10], 0x0 Write *(UINT32*)Oxb7ffe68 = 0x2ale196 .text Oxb7fe4ded mov dword ptr [ebp-0x10], 0x0 Write *(UINT32*)Oxb7ffe64e = 0x2sedf800 Read Ox5fff10c = 0 Read Ox5b87556	.text	<pre>0xb7fe4dfe movzx edx, word ptr [eax]</pre>	i .text	Oxb7fe4dfe movzx edx, word ptr [eax]	<pre>\$ edx = 0xedf8</pre>
.text					
Write *(UINT8*)0xbffff10f = 0x25		Read 0x49 = *(UINT8*)0xbffff41d	i	Read 0x25 = °(UINT8°)0xbffff41d	
Read 0x49cb3700 = *(UINT32*)0xbffff10c .text	.text	Oxb7fe4e05 movzx eax, byte ptr [eax+0x2] \$ eax = 0x49	.text	0xb7fe4e05 movzx eax, byte ptr [eax+0x2]	\$ eax = 0x25
.text					
Write *(UINT32*)0xb63ef8e4 = 0x49cb3700 Read 0x25eff800 Read 0x62ale196 = *(UINT32*)0xbffff41f Read 0x6b87556 = *(UINT32*)0xbffff41f Read 0x6b87556 *(UINT32*)0xbffff41f Read 0x6b87556 *(UINT32*)0xb63ef8e8 = 0xc2ale196 *.text 0xb7fe4e2a mov esi, dword ptr [eax+0x4] \$ esi = 0x6b87556 Write *(UINT32*)0xb63ef8e8 = 0xc2ale196 Write *(UINT32*)0xb63ef8e8 = 0xc2ale196 Write *(UINT32*)0xb7ffeef8 = 0xc2ale196 Write *(UINT32*)0xb7ffeef8 = 0xc2ale196 Write *(UINT32*)0xb7ffeef8 = 0xc2ale196 Write *(UINT32*)0xb7ffeef8 = 0xc6b875556 Write *(UINT32*)0xb7ffeef8 = 0xc2ale196 Write *(UINT32*)0xb7ffeef8 = 0xc6b875556 Write *(UINT32*)0xb7ffeef8 = 0xc6b875556 Write *(UINT32*)0xb7ffeef8 = 0xc6b875556 Write *(UINT32*)0xb7ffeef8 = 0xc6b87556 Write *(UINT32*)0xb7ffeef8 = 0xc6b875556 Write *(UINT32*)0xb7ffeef8 = 0xc6b875556 Write *(UINT32*)0xb7ffeef8 = 0xc6b87556 Write *(UINT32*)0xb7ffeef8 = 0xc6b875556 Write *(UINT32*)0xb7ffeef8 = 0xc6b875556 Write *(UINT32*)0xb7ffeef8 = 0xc6b87556 Write *(UINT32*)0xb7ffeef8 = 0xc6b875556 Write *(UINT32*)0xb7ffeef8 = 0xc6b875556 Write *(UINT32*)0xb7ffeef8 = 0xc6b87556 Write *(UINT32*)0xb7feef8 = 0xc6b875556 Write *(UINT32*)0xb7feef8 = 0xc6b875556 Write *(UINT32*)0xb7feef8 = 0xc6b875556 Write *(UINT32*)0xb7feef8 = 0xc6b875 Write *(UINT32*)0xb7feef8 = 0xc6b875 Write *(UINT32*)0xb7feef8 = 0xc6b875 Write *(UINT32*)0xb7feef8 = 0xc6b875 Write *(UINT32*)0xb7feef9 Write *(UINT32*)0xb7fee			I		
Read 0xc2ale196 = "(UINT32*)0xbffff41f .text	.text		700 .text		<pre>\$ esi = 0x25edf800</pre>
.text Oxb7fe4e2a mov esi, dword ptr [eax+0x4] \$ esi = Oxc2a1e196 .text Oxb7fe4e2a mov esi, dword ptr [eax+0x4] \$ esi = Ox6b875556 Write *(UINT32*)Oxb63ef8e8 = Oxc2a1e196 Write *(UINT32*)Oxb63ef8e8 = Ox6b875556 Write *(UINT32*)Oxb7ffeef8 = Oxc6b875556 Write *(UINT32*)Oxb7ffeef8 = Oxc6b875556 .text Oxb7fe4ded mov dword ptr [ebp-0x10], OxO Write *(UINT32*)Oxb7ffeef8 = Oxc6b875556 Write *(UINT32*)Oxb7ffeef8 = Oxc6b875556 .text Oxb7fe4ded mov dword ptr [ebp-0x10], OxO Write *(UINT32*)Oxb7ffeef8 = Oxc6b875556 Write *(UINT32*)Oxb7ffeef8 = Oxc6b875556 .text Oxb7fe4ded mov dword ptr [ebp-0x10], OxO Write *(UINT32*)Oxb7ffef10c = O Read Oxbfffff41b = *(UINT32*)Oxb7ffef24 Lext Oxb7fe4df4 mov eax, dword ptr [ebx-0xd0] \$ eax = Oxbffff41b Lext Oxb7fe4df4 mov eax, dword ptr [ebx-0xd0] \$ eax = Oxbffff41b Lext Oxb7fe4df6 Lext					
Write *(UINT32*)0xb63ef8e8 = 0xc2ale196					
Write *(UINT32*)0xb7ffeef8 = 0xc2a1e196	.text		196 .text	OXD/Te4e2a mov esi, dword ptr [eax+0x4]	\$ es1 = 0x60875556
.text					
Write *(UINT32*)0xbffff10c = 0		White (OIN122-)OXD/HEEHS = OXCZZIEI30	1	Write - (01N132-)0XD/118818 = 0X008/5558	
Write *(UINT32*)0xbffff10c = 0					
Write *(U INT32*) 0xbffff10c = 0	.text	0xb7fe4ded mov dword ptr [ebp-0x10], 0x0	.text	Oxb7fe4ded mov dword ptr [ebp-0x10]. 0x0	
Read 0xbffff41b = "(UINT32")0xb7fef24 text		Write *(UINT32*)0xbffff10c = 0		Write *(UINT32*)0xbffff10c = 0	
.text				Read Oxbfffff41b = "(UINT32")0xb7ffef24	
.text	.text	<pre>Oxb7fe4df4 mov eax, dword ptr [ebx-0xd0] \$ eax = 0xbffff41b</pre>		t 0xb7fe4df4 mov eax, dword ptr [ebx-0xd0] \$ eax = 0xbffff41b	
Read 0xcb37 = "(UINT16")0xbffff41b	.text		.text	Oxb7fe4dfa test eax, eax \$ eflags = 0x286	
.text	.text	0xb7fe4dfc jz 0xb7fe4e51			
.text					
Write *(UINT16*)0xbffff10d = 0xcb37 Write *(UINT16*)0xbffff10d = 0xedf8 Read 0x49 = *(UINT8*)0xbffff41d Read 0x25 = *(UINT8*)0xbffff41d					x = 0xedf8
Read 0x49 = "(UINT8")0xbffff41d Read 0x25 = "(UINT8")0xbffff41d	.text				
text oxp/remeus movex eax, byte ptr [eax+ox2] \$ eax = oxms text oxp/remeus movex eax, byte ptr [eax+ox2] \$ eax = oxms	****				f any - 0v35
	.text	OXD/TE4EUS MOVZX eax, Dyte ptr [eax+UX2] \$ eax = UX49	, text	OXD/TE4EUS MOVZX eax, Dyte ptr [eax+OX2]	\$ eax = 0x25