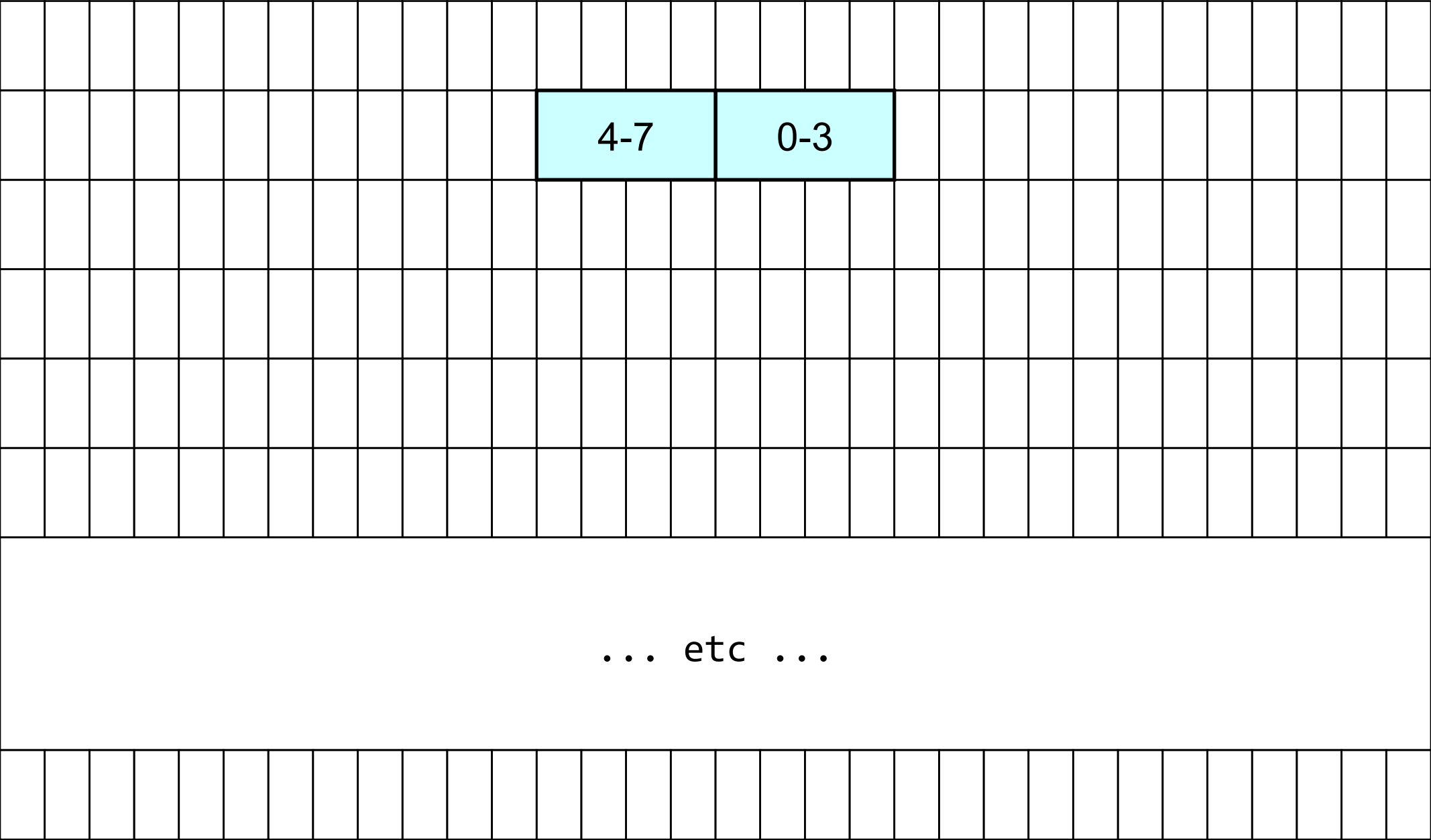


32 bytes (256 bits) each register



r0

r1

r2

r3

r4

r5

r128