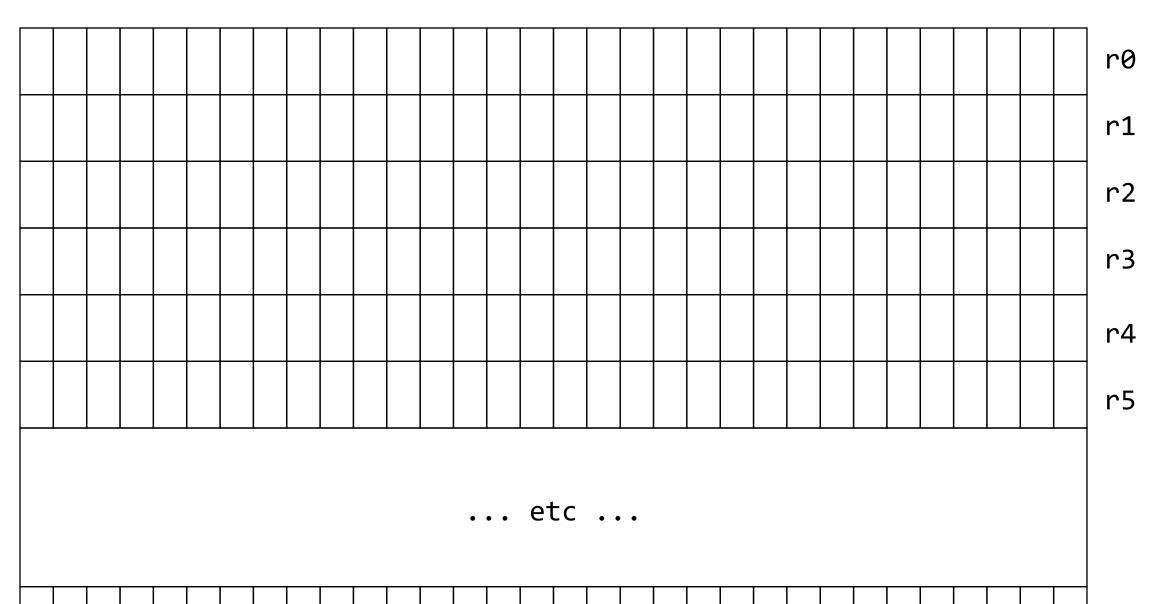
32 bytes (256 bits) each register



r128