```
loc_key_454
R14 = @64[R13 + 0x60]
]R11 = zeroExt_64(zeroExt_32(@16[R13 + 0x58]))
RCX = 0x1BF81757293CAF19
@64[RBP + 0xffffffffffffff] = RCX
RCX = 0x18248C3BE + 0x11731DE
@64[RBP + 0xfffffffffffff] = RCX
RCX = 0 \times FFFFFFFFFFD942D
cf = FLAG_ADD_CF(RCX, @64[RBP + 0xfffffffffffffff))
of = FLAG_ADD_OF(RCX, @64[RBP + 0xffffffffffffffff))
]R8 = 0x2CE8B3EF818C50EC
@64[RBP + Oxffffffffffffff] = R8
@64[RBP + 0xffffffffffffffff] = RCX
RCX = @64[RBP + Oxffffffffffffffff
]R8 = @64[RBP + 0xfffffffffffffff8]
]R8 = \{(R8)[56:64], 0, 8, (R8)[48:56], 8, 16, (R8)[40:48], 16, 24, (R8)[32:40], 24, 32, (R8)[24:32], 32, 40, (R8)[16:24], 40, 48, (R8)[8:16], 48, 56, (R8)[0:8], 56, 64\}
R10 = R8
cf = (R10 \gg (0x4 + -0x1))[0:1]
of = (0x4 + -0x1)?(0x0, (R10)[63:64])
R10 = R10 >> 0x4
zf = (R10 \gg 0x4)?(0x0,0x1)
nf = FLAG\_SIGN\_SUB(R10 >> 0x4, 0x0)
pf = parity((R10 \gg 0x4) \& 0xFF)
zf = FLAG EQ AND(R10, R15)
nf = FLAG_SIGN_SUB(R10 \& R15, 0x0)
pf = parity((R10 & R15) & 0xFF)
of = 0 \times 0
cf = 0x0
R10 = R10 \& R15
zf = FLAG_EQ_AND(R8, R15)
nf = FLAG SIGN SUB (R8 & R15, 0x0)
pf = parity((R8 & R15) & 0xFF)
of = 0 \times 0
cf = 0x0
R8 = R8 \& R15
cf = (R8 \ll (0x4 + -0x1))[63:64]
of = (0x4 + -0x1)?(0x0, (R8) [63:64] ^ (R8) [62:63])
R8 = R8 << 0x4
zf = (R8 \ll 0x4)?(0x0,0x1)
nf = FLAG_SIGN_SUB(R8 \ll 0x4, 0x0)
pf = parity((R8 \ll 0x4) \& 0xFF)
zf = FLAG EQ(R8 | R10)
nf = FLAG_SIGN_SUB(R8 | R10, 0x0)
pf = parity((R8 | R10) & 0xFF)
of = 0 \times 0
cf = 0x0
R8 = R8 | R10
R9 = R8
zf = FLAG_EQ_AND(R9, R10)
nf = FLAG_SIGN_SUB(R9 \& R10, 0x0)
pf = parity((R9 \& R10) \& 0xFF)
of = 0x0
cf = 0x0
R9 = R9 \& R10
cf = (R8 \gg (0x2 + -0x1))[0:1]
of = (0x2 + -0x1)?(0x0, (R8) [63:64])
R8 = R8 >> 0x2
zf = (R8 \gg 0x2)?(0x0,0x1)
nf = FLAG_SIGN_SUB(R8 >> 0x2, 0x0)
pf = parity((R8 >> 0x2) \& 0xFF)
zf = FLAG_EQ_AND(R8, R10)
nf = FLAG\_SIGN\_SUB(R8 \& R10, 0x0)
pf = parity((R8 & R10) & 0xFF)
of = 0x0
cf = 0x0
R8 = R8 \& R10
R8 = R8 + R9 * 0x4
R9 = R8
zf = FLAG EQ AND(R9, R10)
nf = FLAG_SIGN_SUB(R9 \& R10, 0x0)
pf = parity((R9 & R10) & 0xFF)
of = 0 \times 0
cf = 0x0
R9 = R9 \& R10
cf = (R8 \gg (0x1 + -0x1))[0:1]
of = (0x1 + -0x1)?(0x0, (R8)[63:64])
R8 = R8 >> 0x1
zf = (R8 \gg 0x1)?(0x0,0x1)
nf = FLAG\_SIGN\_SUB(R8 >> 0x1, 0x0)
pf = parity((R8 \gg 0x1) \& 0xFF)
zf = FLAG_EQ_AND(R8, R10)
nf = FLAG_SIGN_SUB(R8 \& R10, 0x0)
pf = parity((R8 & R10) & OxFF)
of = 0 \times 0
cf = 0x0
R8 = R8 \& R10
R8 = R8 + R9 * 0x2
RCX = @64[RCX + 0xffffffffffffdd46f]
]zf = FLAG_EQ_CMP(R8, RCX)
nf = FLAG_SIGN_SUB(R8, RCX)
pf = parity((R8 + -RCX) \& 0xFF)
cf = FLAG_SUB_CF(R8, RCX)
of = FLAG_SUB_OF(R8, RCX)
af = ((R8 ^ RCX) ^ (R8 + -RCX))[4:5]
RAX = zeroExt 64(zeroExt 32(@8[RBP + 0xfffffffffffffff]))
RCX = 0x18248C44C + 0x3D73C
@64[RBP + 0xffffffffffffff] = RCX
RCX = 0x18248C457 + 0xF72B7
R8 = 0 \times FFFFFFFFFFC2925
nf = FLAG_SIGN_SUB(R8, -@64[RBP + 0xfffffffffffffffff])
pf = parity((R8 + @64[RBP + OxFFFFFFFFFFFFFF)) & OxFF)
cf = FLAG_ADD_CF(R8, @64[RBP + 0xFFFFFFFFFFFFFF))
of = FLAG_ADD_OF(R8, @64[RBP + 0xfffffffffffffffff])
]@64[RBP + Oxfffffffffffffff] = RCX
RCX = 0 \times FFFFFFFFFFF08D6B
pf = parity((RCX + @64[RBP + 0xFFFFFFFFFFFFFFFF)) & 0xFF)
cf = FLAG_ADD_CF(RCX, @64[RBP + 0xfffffffffffffffff])
of = FLAG ADD OF(RCX, @64[RBP + 0xffffffffffffffff])
]zf = FLAG_EQ_CMP((RAX)[0:8] & 0x1, 0x0)
nf = FLAG\_SIGN\_SUB((RAX)[0:8] & 0x1, 0x0)
pf = parity(((RAX)[0:8] & 0x1) & 0xFF)
of = 0 \times 0
cf = 0x0
RCX = RCX
IRDst = CC_EQ(zf)?(loc_18248c477, loc_key_0)
```

