

LoadImageXml::adjustVma

```
graph LR; A[LoadImageXml::adjustVma] --> B[AddrSpace::addressToByte]; A --> C[AddrSpace::getWordSize];
```

A diagram showing a function call. A gray box on the left labeled 'LoadImageXml::adjustVma' has two blue arrows pointing to two white boxes on the right. The top white box is labeled 'AddrSpace::addressToByte' and the bottom white box is labeled 'AddrSpace::getWordSize'.

AddrSpace::addressToByte

AddrSpace::getWordSize