

8bit CPU WZeta β 版向け SHA-1 試作

2021年7月8日、WZeta β 版 verilog シミュレータで SHA-1 試作プログラムが割込みを受け付けながら正しい結果を出力しました。そのときのプログラムです。整数型仮想コプロ Vicopid のコードも入っています。WZeta の命令セットは WZeta の公式サイトで公開されています。ハードマクロ命令の呼び出しはハードマクロ命令が格納されているプログラム領域のラベルに^を付けた文字列がニモニックになっています。あとは一般的なアセンブラと似たものになっています。雰囲気をつかめるように公開しました。

```

### Vicopid SHA-1
### 2021/05/24
### Vicopid mamory
### 0-15  BUFFER
### 16-19 K1-K4
### 20-24 SHAH[5]
### 25-29 A-E
### 30-109 W[80]
### 110  TEMP
### 111  WORK
### 127  STACK  INIT: VICO_SP=128
###
        MEMORY 4
        MODEL TINY
### Vicopid ALU function #####
@ADD 1
@SUB 2
@MUL 3
@AND 4
@OR 5
@XOR 6
@NOT 7
@MEM 8
@DUP 9
@TOP 10
### #####

@SHA_K1 16
@SHA_K2 17
@SHA_K3 18
@SHA_K4 19
@SHA_H0 20

```

@SHA_H1 21
@SHA_H2 22
@SHA_H3 23
@SHA_H4 24
@SHA_A 25
@SHA_B 26
@SHA_C 27
@SHA_D 28
@SHA_E 29
@WO 30
@W15 45
@TEMP 110
@WORK 111

.HMAC

VICOPOID 1

VICO_PUSH:

ST %R0, C
DEC %VICO_SP
LD A, %VICO_SP
ST %R1, A
LD B, ^VICO_COPY.L
JMP ^VICO_COPY:B
NOP
NOP

VICOPOID 2

VICO_PUSH%:

LD A, [0]
ST %R0, A
DEC %VICO_SP
LD A, %VICO_SP
ST %R1, A
LD B, ^VICO_COPY.L
JMP ^VICO_COPY:B
NOP

VICOPOID 3

VICO_POP:

ST %R1, C
INX %VICO_SP
ST %R0, A
LD B, ^VICO_COPY.L
JMP ^VICO_COPY:B

VICO_SHIFT8_PART2:

ST [&VICO_M1:B], A
LD A, [0]
+ST [&VICO_M0:B], A

VICOPOID 4

VICO_POP%:

LD A, [0]
ST %R1, A
INCX %VICO_SP
ST %R0, A
LD B, ^VICO_COPY.L
JMP ^VICO_COPY:B
NOP
NOP

VICOPOID 5

VICO_PUSH8:

DEC %VICO_SP
LD B, %VICO_SP
ST [&VICO_M0:B], C
LD A, 0
ST [&VICO_M1:B], A
ST [&VICO_M2:B], A
+ST [&VICO_M3:B], A
NOP

VICOPOID 5

VICO_PUSH8%:

DEC %VICO_SP
LD B, %VICO_SP
LD A, [0]
ST [&VICO_M0:B], A
LD A, 0
ST [&VICO_M1:B], A
ST [&VICO_M2:B], A
+ST [&VICO_M3:B], A

VICOPOID 6

VICO_SHIFT8%:

JR ^VICO_SHIFT8_LBL
NOP

VICO_READ_PART2:

LD B, [0]
STACP [&VICO_M2:B]
LD B, [0]

```

+STACP [&VICO_M3:B]
NOP
NOP
### VICOPOID 6 #####
VICO_SHIFT8:
    ST [0], C
VICO_SHIFT8_LBL:
    LD B, %VICO_SP
    LD A, [&VICO_M2:B]
    ST [&VICO_M3:B], A
    LD A, [&VICO_M1:B]
    ST [&VICO_M2:B], A
    LD A, [&VICO_M0:B]
    JR ^VICO_SHIFT8_PART2
### VICOPOID 7 #####
VICO_ALU:
    ST [0], C
    LD B, ^VICO_ALU_BODY.L
    JMP ^VICO_ALU_BODY:B
    NOP
    NOP
VICO_READ%_PART2:
    STACP [&VICO_M2:B]
    LD B, [0]
    +STACP [&VICO_M3:B]
### VICOPOID 8 #####
VICO_SHL%:
    LD B, %VICO_SP
VICO_SHL_FOR:
    SHL [&VICO_M0:B]
    SHLC [&VICO_M1:B]
    SHLC [&VICO_M2:B]
    SHLC [&VICO_M3:B]
    DEC [0]
    JRZO ^VICO_SHL_FOR
    +NOP
### VICOPOID 9 #####
VICO_SHR%:
    LD B, %VICO_SP
VICO_SHR_FOR:
    SHR [&VICO_M3:B]
    SHRC [&VICO_M2:B]

```

```
SHRC [&VICO_M1:B]
SHRC [&VICO_MO:B]
DEC [0]
JRZO ^VICO_SHR_FOR
+NOP
```

```
### VICOPOID 10 #####
```

```
VICO_READ: # P=A:B
```

```
ST [0], C
ST %R0, B
LD C, %R0
LD B, [0]
STACP [&VICO_MO:B]
LD B, [0]
STACP [&VICO_M1:B]
JR ^VICO_READ_PART2
```

```
### VICOPOID 11 #####
```

```
VICO_READ%: # P=A:B
```

```
ST [0], C
ST %R0, B
LD C, %R0
LD B, [0]
STACP [&VICO_MO:B]
LD B, [0]
STACP [&VICO_M1:B]
LD B, [0]
JR ^VICO_READ%_PART2
```

```
### VICOPOID 12 #####
```

```
VICO_WRITE: # P=A:B
```

```
ST [0], C
ST %R0, B
ST %R1, A
LD B, ^VICO_WRITE_BODY.L
JMP ^VICO_WRITE_BODY:B
NOP
NOP
NOP
```

```
### VICOPOID 13 #####
```

```
VICO_MOV%: # P=A:B
```

```
ST %VICO_PL, B
ST %VICO_PH, A
LD B, ^VICO_MOV_FOR.L
JMP ^VICO_MOV_FOR:B
```

NOP
NOP
NOP
NOP

VICOPOID 14

VICO_MOVB%: # P=A:B

ST %VICO_PL, B
ST %VICO_PH, A
LD B, ^VICO_MOVB_FOR. L
JMP ^VICO_MOVB_FOR: B
NOP
NOP
NOP
NOP

. PROG

LD B, ^main. L
JMP ^main: B

VICO_MOV_FOR:

INCX %VICO_PL
INCXC %VICO_PH
LD C, [A: B]
LD B, %VICO_X
ST [&VICO_MO: B], C
INCX %VICO_PL
INCXC %VICO_PH
LD C, [A: B]
LD B, %VICO_X
ST [&VICO_M1: B], C
INCX %VICO_PL
INCXC %VICO_PH
LD C, [A: B]
LD B, %VICO_X
ST [&VICO_M2: B], C
INCX %VICO_PL
INCXC %VICO_PH
LD C, [A: B]
LD B, %VICO_X
ST [&VICO_M3: B], C
INC %VICO_X
DEC [0]

```
JRZO ^VICO_MOV_FOR
+NOP
```

VICO_MOVB_FOR:

```
INCX %VICO_PL
INCXC %VICO_PH
LD C, [A:B]
LD A, %VICO_X
ST %R0, A
SHR %R0
SHR %R0
LD B, %R0
AND A, 0x03
JRZO ^VICO_MOVB_LBL1
ST [&VICO_MO:B], C
JR ^VICO_MOVB_BREAK
```

VICO_MOVB_LBL1:

```
XOR A, 0x01          # 01
JRZO ^VICO_MOVB_LBL2
ST [&VICO_M1:B], C
JR ^VICO_MOVB_BREAK
```

VICO_MOVB_LBL2:

```
XOR A, 0x03          # 02
JRZO ^VICO_MOVB_LBL3
ST [&VICO_M2:B], C
JR ^VICO_MOVB_BREAK
```

VICO_MOVB_LBL3:

```
ST [&VICO_M3:B], C
JR ^VICO_MOVB_BREAK
```

VICO_MOVB_BREAK:

```
INC %VICO_X
DEC [0]
JRZO ^VICO_MOVB_FOR
+NOP
```

VICO_ALU_BODY:

```
LD B, %VICO_SP
LD A, [&VICO_MO:B]
ST %R0, A
LD A, [&VICO_M1:B]
ST %R1, A
LD A, [&VICO_M2:B]
```

```
ST %R2, A
LD A, [&VICO_M3:B]
ST %R3, A
LD B, [0]
JR B
JR ^VICO_ALU_ADD
JR ^VICO_ALU_SUB
JR ^VICO_ALU_MUL
JR ^VICO_ALU_AND
JR ^VICO_ALU_OR
JR ^VICO_ALU_XOR
JR ^VICO_ALU_NOT
JR ^VICO_ALU_MEM
JR ^VICO_ALU_DUP
+NOP # TOP
```

VICO_ALU_ADD:

```
INC %VICO_SP
LD B, %VICO_SP
LD A, %R0
ADD [&VICO_M0:B], A
LD A, %R1
ADDC [&VICO_M1:B], A
LD A, %R2
ADDC [&VICO_M2:B], A
LD A, %R3
+ADDC [&VICO_M3:B], A
```

VICO_ALU_SUB:

```
INC %VICO_SP
LD B, %VICO_SP
LD A, %R0
SUB [&VICO_M0:B], A
LD A, %R1
SUBC [&VICO_M1:B], A
LD A, %R2
SUBC [&VICO_M2:B], A
LD A, %R3
+SUBC [&VICO_M3:B], A
```

VICO_ALU_AND:

```
INC %VICO_SP
LD B, %VICO_SP
LD A, %R0
AND [&VICO_M0:B], A
```



```
LD A, %R1
AND [&VICO_M1:B], A
LD A, %R2
AND [&VICO_M2:B], A
LD A, %R3
+AND [&VICO_M3:B], A
```

VICO_ALU_OR:

```
INC %VICO_SP
LD B, %VICO_SP
LD A, %R0
OR [&VICO_M0:B], A
LD A, %R1
OR [&VICO_M1:B], A
LD A, %R2
OR [&VICO_M2:B], A
LD A, %R3
+OR [&VICO_M3:B], A
```

VICO_ALU_XOR:

```
INC %VICO_SP
LD B, %VICO_SP
LD A, %R0
XOR [&VICO_M0:B], A
LD A, %R1
XOR [&VICO_M1:B], A
LD A, %R2
XOR [&VICO_M2:B], A
LD A, %R3
+XOR [&VICO_M3:B], A
```

VICO_ALU_NOT:

```
LD B, %VICO_SP
LD A, 0xFF
XOR [&VICO_M0:B], A
XOR [&VICO_M1:B], A
XOR [&VICO_M2:B], A
+XOR [&VICO_M3:B], A
```

VICO_ALU_DUP:

```
DEC %VICO_SP
LD B, %VICO_SP
LD A, %R0
ST [&VICO_M0:B], A
LD A, %R1
ST [&VICO_M1:B], A
```

```
LD A, %R2
ST [&VICO_M2:B], A
LD A, %R3
+ST [&VICO_M3:B], A
```

VICO_ALU_MEM:

```
LD A, %VICO_SP
ST %R1, A
```

VICO_COPY:

{%R1} <- {%R0}

```
LD B, %R0
LD A, [&VICO_M0:B]
LD C, [&VICO_M1:B]
LD B, %R1
ST [&VICO_M0:B], A
ST [&VICO_M1:B], C
LD B, %R0
LD A, [&VICO_M2:B]
LD C, [&VICO_M3:B]
LD B, %R1
ST [&VICO_M2:B], A
+ST [&VICO_M3:B], C
```

VICO_ALU_MUL:

R7R6R5R4 MUL HIGH

PCODE : A=R3-R0 B=R7-4 C=R11-8

```
LD A, 0
ST %R4, A
ST %R5, A
ST %R6, A
ST %R7, A
INC %VICO_SP
LD B, %VICO_SP
LD A, [&VICO_M0:B]
ST %R8, A
LD A, [&VICO_M1:B]
ST %R9, A
LD A, [&VICO_M2:B]
ST %R10, A
LD A, [&VICO_M3:B]
ST %R11, A
LD C, 31
```

MUL_LBL0:

```
LD A, %R8
AND A, 1
JRZ1 ^MUL_LBL1
LD A, %R0
```

```
ADD %R4, A
LD A, %R1
ADDC %R5, A
LD A, %R2
ADDC %R6, A
LD A, %R3
ADDC %R7, A
```

MUL_LBL1:

```
SHRC %R7
SHRC %R6
SHRC %R5
SHRC %R4
SHRC %R11
SHRC %R10
SHRC %R9
SHRC %R8
LOOPINC ^MUL_LBL0
LD B, %VICO_SP
LD A, %R8
ST [&VICO_M0:B], A
LD A, %R9
ST [&VICO_M1:B], A
LD A, %R10
ST [&VICO_M2:B], A
LD A, %R11
+ST [&VICO_M3:B], A
```

VICO_WRITE_BODY:

```
INCX %R0
INCXC %R1
LD A, [A:B]
LD B, [0]
ST [&VICO_M0:B], A
INCX %R0
INCXC %R1
LD A, [A:B]
LD B, [0]
ST [&VICO_M1:B], A
INCX %R0
INCXC %R1
LD A, [A:B]
LD B, [0]
ST [&VICO_M2:B], A
```

```
INCX %R0
INCXC %R1
LD A, [A:B]
LD B, [0]
+ST [&VICO_M3:B], A
```

sha1_ft1:

```
ST %SHA_RETA, A
ST %SHA_RETB, B
^VICO_PUSH @SHA_B
^VICO_PUSH @SHA_C
^VICO_ALU @AND
^VICO_PUSH @SHA_B
^VICO_ALU @NOT
^VICO_PUSH @SHA_D
^VICO_ALU @AND
^VICO_ALU @OR
LD A, %SHA_RETA
LD B, %SHA_RETB
JMP A:B
```

sha1_rotate:

R9 : n

```
ST %R10, A
ST %R11, B

^VICO_ALU @DUP
^VICO_SHL% %R9
^VICO_POP @WORK

LD A, 32
ST %R8, A
LD A, %R9
SUB %R8, A
^VICO_SHR% %R8
^VICO_PUSH @WORK
^VICO_ALU @OR

LD A, %R10
LD B, %R11
JMP A:B
```

main:

```
^VICO_PUSH @SHA_H0
```

```
^VICO_POP @SHA_A
^VICO_PUSH @SHA_H1
^VICO_POP @SHA_B
^VICO_PUSH @SHA_H2
^VICO_POP @SHA_C
^VICO_PUSH @SHA_H3
^VICO_POP @SHA_D
^VICO_PUSH @SHA_H4
^VICO_POP @SHA_E
```

```
^VICO_PUSH8 0x61
^VICO_SHIFT8 0x62
^VICO_SHIFT8 0x63
^VICO_SHIFT8 0x80
^VICO_POP @W0
^VICO_PUSH8 0x00
^VICO_SHIFT8 0x00
^VICO_SHIFT8 0x00
^VICO_SHIFT8 0x18
^VICO_POP @W15
```

```
LD A, 16
ST %SHA_t, A
```

sha_for1:

```
LD A, %SHA_t
ST %R0, A
LD A, @W0
ADD %R0, A
LD A, 3
SUB %R0, A
^VICO_PUSH8% %R0
^VICO_ALU @MEM # W[t-3]
```

```
LD A, %SHA_t
ST %R0, A
LD A, @W0
ADD %R0, A
LD A, 8
SUB %R0, A
^VICO_PUSH8% %R0
^VICO_ALU @MEM # W[t-8]
```

```
LD A, %SHA_t
ST %R0, A
LD A, @W0
ADD %R0, A
LD A, 14
SUB %R0, A
^VICO_PUSH8% %R0
^VICO_ALU @MEM          # W[t-14]
```

```
LD A, %SHA_t
ST %R0, A
LD A, @W0
ADD %R0, A
LD A, 16
SUB %R0, A
^VICO_PUSH8% %R0
^VICO_ALU @MEM          # W[t-16]
```

```
^VICO_ALU @XOR
^VICO_ALU @XOR
^VICO_ALU @XOR
```

```
LD A, 1
ST %R9, A
BR ^sha1_rotate
```

```
LD A, %SHA_t
ST %R0, A
LD A, @W0
ADD %R0, A          # R0=t
^VICO_POP% %R0     # W[t] = rotate()
```

```
INCX %SHA_t
XOR A, 79
JRZ0 ^sha_for1
```

```
### #####
```

```
LD A, 0
ST %SHA_t, A
```

```
sha_for2:
```

```
### #####
```

```
LD A, 5
ST %R9, A
```

```
^VICO_PUSH @SHA_A
BR ^sha1_rotate
BR ^sha1_ft1
^VICO_ALU @ADD
^VICO_PUSH @SHA_E
^VICO_ALU @ADD
```

```
LD A, %SHA_t
ST %R0, A
LD A, @W0
ADD %R0, A      # R0=t
^VICO_PUSH% %R0 # W[t]
^VICO_ALU @ADD
```

```
^VICO_PUSH @SHA_K1
^VICO_ALU @ADD      # Top: TEMP
```

```
^VICO_POP @TEMP
```

```
^VICO_PUSH @SHA_D
^VICO_POP @SHA_E
```

```
^VICO_PUSH @SHA_C
^VICO_POP @SHA_D
```

```
LD A, 30
ST %R9, A
^VICO_PUSH @SHA_B
BR ^sha1_rotate
^VICO_POP @SHA_C
```

```
^VICO_PUSH @SHA_A
^VICO_POP @SHA_B
```

```
^VICO_PUSH @TEMP
^VICO_POP @SHA_A
```

```
INCX %SHA_t
XOR A, 19
JRZO ^sha_for2
```

```
### #####
```

```

LD A, 20
ST %SHA_t, A
sha_for3:
LD A, 5
ST %R9, A
^VICO_PUSH @SHA_A

LD B, ^sha1_rotate.L
LD A, ^sha1_rotate.H
BAL A:B

LD B, ^sha1_ft2.L
LD A, ^sha1_ft2.H
BAL A:B

^VICO_ALU @ADD
^VICO_PUSH @SHA_E
^VICO_ALU @ADD

LD A, %SHA_t
ST %R0, A
LD A, @W0
ADD %R0, A      # R0=t
^VICO_PUSH% %R0 # W[t]
^VICO_ALU @ADD

^VICO_PUSH @SHA_K2
^VICO_ALU @ADD      # Top: TEMP

^VICO_POP @TEMP

^VICO_PUSH @SHA_D
^VICO_POP @SHA_E

^VICO_PUSH @SHA_C
^VICO_POP @SHA_D

LD A, 30
ST %R9, A
^VICO_PUSH @SHA_B

LD B, ^sha1_rotate.L

```


LD A, ^sha1_rotate.H

BAL A:B

^VICO_POP @SHA_C

^VICO_PUSH @SHA_A

^VICO_POP @SHA_B

^VICO_PUSH @TEMP

^VICO_POP @SHA_A

INX %SHA_t

XOR A, 39

JRZ0 ^sha_for3

#####

LD A, 40

ST %SHA_t, A

sha_for4:

LD A, 5

ST %R9, A

^VICO_PUSH @SHA_A

LD B, ^sha1_rotate.L

LD A, ^sha1_rotate.H

BAL A:B

LD B, ^sha1_ft3.L

LD A, ^sha1_ft3.H

BAL A:B

^VICO_ALU @ADD

^VICO_PUSH @SHA_E

^VICO_ALU @ADD

LD A, %SHA_t

ST %R0, A

LD A, @W0

ADD %R0, A # R0=t

^VICO_PUSH% %R0 # W[t]

^VICO_ALU @ADD

^VICO_PUSH @SHA_K3

^VICO_ALU @ADD # Top: TEMP

^VICO_POP @TEMP

^VICO_PUSH @SHA_D

^VICO_POP @SHA_E

^VICO_PUSH @SHA_C

^VICO_POP @SHA_D

LD A, 30

ST %R9, A

^VICO_PUSH @SHA_B

LD B, ^sha1_rotate.L

LD A, ^sha1_rotate.H

BAL A:B

^VICO_POP @SHA_C

^VICO_PUSH @SHA_A

^VICO_POP @SHA_B

^VICO_PUSH @TEMP

^VICO_POP @SHA_A

INCX %SHA_t

XOR A, 59

JRZ0 ^sha_for4

#####

LD A, 60

ST %SHA_t, A

sha_for5:

#####

LD A, 5

ST %R9, A

^VICO_PUSH @SHA_A

LD B, ^sha1_rotate.L

LD A, ^sha1_rotate.H

BAL A:B

```

BR ^sha1_ft2
^VICO_ALU @ADD
^VICO_PUSH @SHA_E
^VICO_ALU @ADD

LD A,%SHA_t
ST %R0, A
LD A,@W0
ADD %R0, A      # R0=t
^VICO_PUSH% %R0 # W[t]
^VICO_ALU @ADD

^VICO_PUSH @SHA_K4
^VICO_ALU @ADD      # Top: TEMP

^VICO_POP @TEMP

^VICO_PUSH @SHA_D
^VICO_POP @SHA_E

^VICO_PUSH @SHA_C
^VICO_POP @SHA_D

LD A, 30
ST %R9, A
^VICO_PUSH @SHA_B

LD B, ^sha1_rotate.L
LD A, ^sha1_rotate.H
BAL A:B

^VICO_POP @SHA_C

^VICO_PUSH @SHA_A
^VICO_POP @SHA_B

^VICO_PUSH @TEMP
^VICO_POP @SHA_A

INCX %SHA_t
XOR A, 79
JRZ0 ^sha_for5

```

#####

^VICO_PUSH @SHA_A
^VICO_PUSH @SHA_H0
^VICO_ALU @ADD

^VICO_ALU @TOP
LD B, &ANSDATA. L
LD A, &ANSDATA. H
STABP %R3
STABP %R2
STABP %R1
STABP %R0

^VICO_PUSH @SHA_B
^VICO_PUSH @SHA_H1
^VICO_ALU @ADD

^VICO_ALU @TOP
LD A, 4
ST %R4, A
LD A, &ANSDATA. L
ADD A, %R4
LD B, &ANSDATA. H
SWAP
STABP %R3
STABP %R2
STABP %R1
STABP %R0

^VICO_PUSH @SHA_C
^VICO_PUSH @SHA_H2
^VICO_ALU @ADD

^VICO_ALU @TOP
LD A, 8
ST %R4, A
LD A, &ANSDATA. L
ADD A, %R4
LD B, &ANSDATA. H
SWAP
STABP %R3

```
STABP %R2
STABP %R1
STABP %R0
```

```
^VICO_PUSH @SHA_D
^VICO_PUSH @SHA_H3
^VICO_ALU @ADD
```

```
^VICO_ALU @TOP
LD A, 12
ST %R4, A
LD A, &ANSDATA. L
ADD A, %R4
LD B, &ANSDATA. H
SWAP
STABP %R3
STABP %R2
STABP %R1
STABP %R0
```

```
^VICO_PUSH @SHA_E
^VICO_PUSH @SHA_H4
^VICO_ALU @ADD
```

```
^VICO_ALU @TOP
LD A, 16
ST %R4, A
LD A, &ANSDATA. L
ADD A, %R4
LD B, &ANSDATA. H
SWAP
STABP %R3
STABP %R2
STABP %R1
STABP %R0
$PRINT &ANSDATA 20
```

```
EXIT
```

```
sha1_ft2:
```

```
ST %SHA_RETA, A
ST %SHA_RETB, B
```

```
^VICO_PUSH @SHA_B
^VICO_PUSH @SHA_C
^VICO_PUSH @SHA_D
^VICO_ALU @XOR
^VICO_ALU @XOR
LD A,%SHA_RETA
LD B,%SHA_RETB
JMP A:B
```

sha1_ft3:

```
ST %SHA_RETA, A
ST %SHA_RETB, B
^VICO_PUSH @SHA_B
^VICO_PUSH @SHA_C
^VICO_ALU @AND
^VICO_PUSH @SHA_B
^VICO_PUSH @SHA_D
^VICO_ALU @AND
^VICO_ALU @OR
^VICO_PUSH @SHA_C
^VICO_PUSH @SHA_D
^VICO_ALU @AND
^VICO_ALU @OR
LD A,%SHA_RETA
LD B,%SHA_RETB
JMP A:B
```

. DATA

```
REG 1 R0
REG 1 R1
REG 1 R2
REG 1 R3
REG 1 R4
REG 1 R5
REG 1 R6
REG 1 R7
REG 1 R8
REG 1 R9
REG 1 R10
REG 1 R11
REG 1 SHA_RETA
REG 1 SHA_RETB
REG 1 SHA_t
```

```

REG 1  VICO_SP 0x00
REG 1  VICO_X      # MOV 4BYTE/1  MOVB 1BYTE/1
REG 1  VICO_PH
REG 1  VICO_PL
MEM 128 VICO_MO !0x100 ¥
    0x00 0x00 0x00 0x00 0x00 0x00 0x00 0x00 0x00 0x00 0x00 0x00 0x00 0x00 0x00 0x00
    0x99 0xA1 0xDC 0xD6 0x01 0x89 0xFE 0x76 0xF0 0x00 0x00 0x00 0x00 0x00 0x00 0x00
    0x00 0x00 0x00 0x00 0x00 0x00 0x00 0x00 0x00 0x00 0x00 0x00 0x00 0x00 0x00 0x00
    0x00 0x00 0x00 0x00 0x00 0x00 0x00 0x00 0x00 0x00 0x00 0x00 0x00 0x00 0x00 0x00
    0x00 0x00 0x00 0x00 0x00 0x00 0x00 0x00 0x00 0x00 0x00 0x00 0x00 0x00 0x00 0x00
    0x00 0x00 0x00 0x00 0x00 0x00 0x00 0x00 0x00 0x00 0x00 0x00 0x00 0x00 0x00 0x00
    0x00 0x00 0x00 0x00 0x00 0x00 0x00 0x00 0x00 0x00 0x00 0x00 0x00 0x00 0x00 0x00
    0x00 0x00 0x00 0x00 0x00 0x00 0x00 0x00 0x00 0x00 0x00 0x00 0x00 0x00 0x00 0x00
MEM 128 VICO_M1 !0x100 ¥
    0x00 0x00 0x00 0x00 0x00 0x00 0x00 0x00 0x00 0x00 0x00 0x00 0x00 0x00 0x00 0x00
    0x79 0xEB 0xBC 0xC1 0x23 0xAB 0xDC 0x54 0xE1 0x00 0x00 0x00 0x00 0x00 0x00 0x00
    0x00 0x00 0x00 0x00 0x00 0x00 0x00 0x00 0x00 0x00 0x00 0x00 0x00 0x00 0x00 0x00
    0x00 0x00 0x00 0x00 0x00 0x00 0x00 0x00 0x00 0x00 0x00 0x00 0x00 0x00 0x00 0x00
    0x00 0x00 0x00 0x00 0x00 0x00 0x00 0x00 0x00 0x00 0x00 0x00 0x00 0x00 0x00 0x00
    0x00 0x00 0x00 0x00 0x00 0x00 0x00 0x00 0x00 0x00 0x00 0x00 0x00 0x00 0x00 0x00
    0x00 0x00 0x00 0x00 0x00 0x00 0x00 0x00 0x00 0x00 0x00 0x00 0x00 0x00 0x00 0x00
    0x00 0x00 0x00 0x00 0x00 0x00 0x00 0x00 0x00 0x00 0x00 0x00 0x00 0x00 0x00 0x00
MEM 128 VICO_M2 !0x100 ¥
    0x00 0x00 0x00 0x00 0x00 0x00 0x00 0x00 0x00 0x00 0x00 0x00 0x00 0x00 0x00 0x00
    0x82 0xD9 0x1B 0x62 0x45 0xCD 0xBA 0x32 0xD2 0x00 0x00 0x00 0x00 0x00 0x00 0x00
    0x00 0x00 0x00 0x00 0x00 0x00 0x00 0x00 0x00 0x00 0x00 0x00 0x00 0x00 0x00 0x00
    0x00 0x00 0x00 0x00 0x00 0x00 0x00 0x00 0x00 0x00 0x00 0x00 0x00 0x00 0x00 0x00
    0x00 0x00 0x00 0x00 0x00 0x00 0x00 0x00 0x00 0x00 0x00 0x00 0x00 0x00 0x00 0x00
    0x00 0x00 0x00 0x00 0x00 0x00 0x00 0x00 0x00 0x00 0x00 0x00 0x00 0x00 0x00 0x00
    0x00 0x00 0x00 0x00 0x00 0x00 0x00 0x00 0x00 0x00 0x00 0x00 0x00 0x00 0x00 0x00
    0x00 0x00 0x00 0x00 0x00 0x00 0x00 0x00 0x00 0x00 0x00 0x00 0x00 0x00 0x00 0x00
MEM 128 VICO_M3 !0x100 ¥
    0x00 0x00 0x00 0x00 0x00 0x00 0x00 0x00 0x00 0x00 0x00 0x00 0x00 0x00 0x00 0x00
    0x5A 0x6E 0x8F 0xCA 0x67 0xEF 0x98 0x10 0xC3 0x00 0x00 0x00 0x00 0x00 0x00 0x00
    0x00 0x00 0x00 0x00 0x00 0x00 0x00 0x00 0x00 0x00 0x00 0x00 0x00 0x00 0x00 0x00
    0x00 0x00 0x00 0x00 0x00 0x00 0x00 0x00 0x00 0x00 0x00 0x00 0x00 0x00 0x00 0x00
    0x00 0x00 0x00 0x00 0x00 0x00 0x00 0x00 0x00 0x00 0x00 0x00 0x00 0x00 0x00 0x00
    0x00 0x00 0x00 0x00 0x00 0x00 0x00 0x00 0x00 0x00 0x00 0x00 0x00 0x00 0x00 0x00
    0x00 0x00 0x00 0x00 0x00 0x00 0x00 0x00 0x00 0x00 0x00 0x00 0x00 0x00 0x00 0x00
    0x00 0x00 0x00 0x00 0x00 0x00 0x00 0x00 0x00 0x00 0x00 0x00 0x00 0x00 0x00 0x00
MEM 4  DWORD !4
MEM 32  ANSDATA &0xF00

```