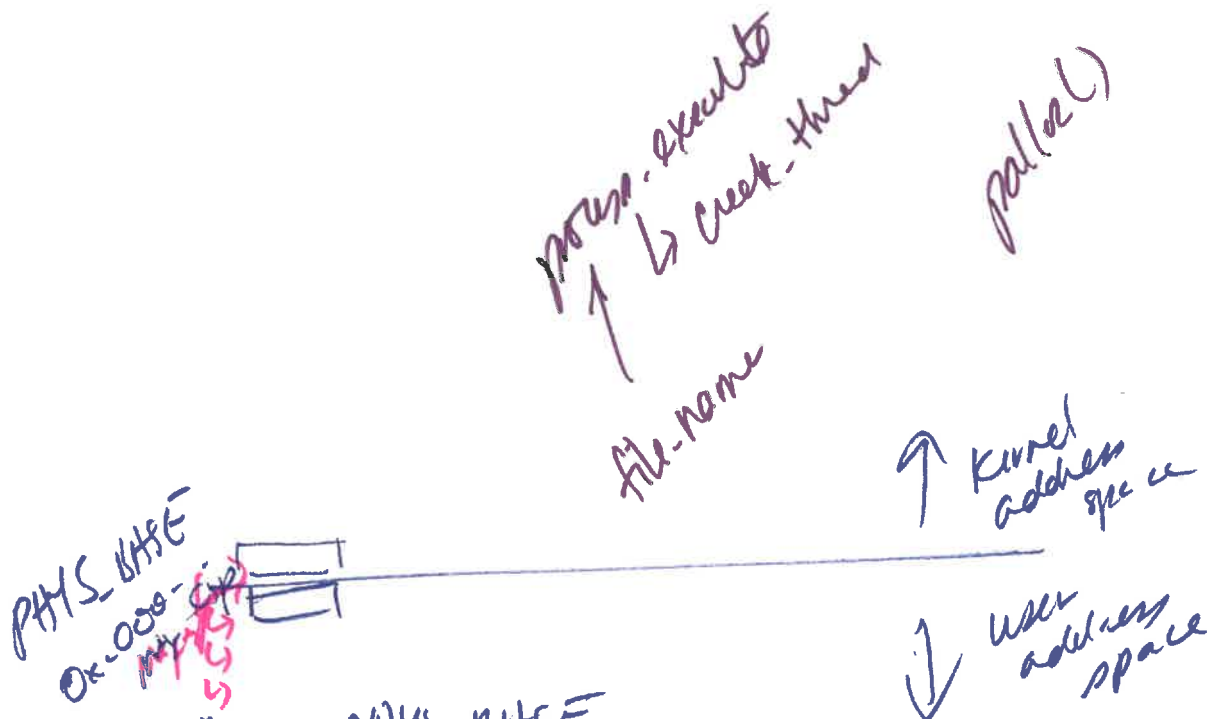


hex-dump (



*esp = PHYS_BASE

~~*(* esp) --~~
**esp = net-value

(char*) blah + 1 → 1 byte
(int*) blah + 1 → 4 bytes

start-ptr
↓
load
↓
setup-stack

void** esp

char* my-esp = (char*) *esp;

*esp = my-esp Setup-stack(esp)

*my-esp = 3

(int)my-esp = 3

(void** esp)

multi-com