

32 bit operation

92	switch(blinkFlag)			
0000032c:	E013	B	\$C\$L3	
99	GPIO_PORTF_DATA_R = 0x08;			Toggle LED ON - if blinkLED = 0x10000000
	\$C\$L1:			
0000032e:	4919	LDR	R1, \$C\$CON5	
00000330:	6808	LDR	R0, [R1]	
00000332:	F0400008	ORR.W	R0, R0, #8	
00000336:	6008	STR	R0, [R1]	
101	blinkFlag = CONST_1;			
00000338:	4915	LDR	R1, \$C\$CON4	
0000033a:	F04F4000	MOV.W	R0, #2147483648	
0000033e:	6008	STR	R0, [R1]	
103	break;			
00000340:	E011	B	\$C\$L4	
110	GPIO_PORTF_DATA_R &= ~(0x08);			Toggle LED OFF - if blinkLED = 0x80000000
	\$C\$L2:			
00000342:	4914	LDR	R1, \$C\$CON5	
00000344:	6808	LDR	R0, [R1]	
00000346:	F0200008	BIC.W	R0, R0, #8	
0000034a:	6008	STR	R0, [R1]	
112	blinkFlag = CONST_0;			
0000034c:	4910	LDR	R1, \$C\$CON4	
0000034e:	F04F5080	MOV.W	R0, #268435456	
00000352:	6008	STR	R0, [R1]	
114	break;			
00000354:	E007	B	\$C\$L4	
92	switch(blinkFlag)			
	\$C\$L3:			
00000356:	480E	LDR	R0, \$C\$CON4	\$C\$CON4 = 0x20000110 -> blinkFlag addr to R0
00000358:	6800	LDR	R0, [R0]	Content blinkFlag to R0
0000035a:	F1B04000	SUBS.W	R0, R0, #2147483648	Substract R0 with 0x80000000
0000035e:	D0F0	BEQ	\$C\$L2	Jump if zero to \$C\$L2, true if R0/blinkFlag was 0x80000000
00000360:	F1B04010	SUBS.W	R0, R0, #2415919104	Substract R0 with 0x90000000
00000364:	D0E3	BEQ	\$C\$L1	Jump if zero to \$C\$L1, true if R0/blinkFlag was 0x10000000

64 bit operation

92	switch(blinkFlag)			
00000292:	E015	B	\$C\$L3	
99	GPIO_PORTF_DATA_R = 0x08;			Toggle LED ON - if blinkLED = 0x1000000000000000
	\$C\$L1:			
00000294:	491D	LDR	R1, \$C\$CON5	
00000296:	6808	LDR	R0, [R1]	
00000298:	F0400008	ORR.W	R0, R0, #8	
0000029c:	6008	STR	R0, [R1]	
101	blinkFlag = CONST_1;			
0000029e:	4A1A	LDR	R2, \$C\$CON4	
000002a0:	A01E	ADD	R0, PC, #120 \$C\$LL2	
000002a2:	C803	LDMIA	R0, {R0, R1}	
000002a4:	E8820003	STMIA.W	R2, {R0, R1}	
103	break;			
000002a8:	E01A	B	\$C\$L6	
110	GPIO_PORTF_DATA_R &= ~(0x08);			Toggle LED OFF - if blinkLED = 0x8000000000000000
	\$C\$L2:			
000002aa:	4918	LDR	R1, \$C\$CON5	
000002ac:	6808	LDR	R0, [R1]	
000002ae:	F0200008	BIC.W	R0, R0, #8	
000002b2:	6008	STR	R0, [R1]	
112	blinkFlag = CONST_0;			
000002b4:	4A14	LDR	R2, \$C\$CON4	
000002b6:	A017	ADD	R0, PC, #92 \$C\$LL1	
000002b8:	C803	LDMIA	R0, {R0, R1}	
000002ba:	E8820003	STMIA.W	R2, {R0, R1}	
114	break;			
000002be:	E00F	B	\$C\$L6	
92	switch(blinkFlag)			
	\$C\$L3:			
000002c0:	4811	LDR	R0, \$C\$CON4	\$C\$CON4 = 0x20000100 -> blinkFlag addr to R0
000002c2:	E890000C	LDMIA.W	R0, {R2, R3}	Content blinkFlag to R2,R3
000002c6:	A015	ADD	R0, PC, #84 \$C\$LL2	R0 = 0x31C (content is constant data 0x8000000000000000)
000002c8:	C803	LDMIA	R0, {R0, R1}	R0, R1 filled in with 0x8000000000000000
000002ca:	1880	ADDS	R0, R0, R2	R0=R0+R2 (lower 32 bits)
000002cc:	EB410103	ADC.W	R1, R1, R3	R1=R1+R3+C (upper 32 bits + carry)
000002d0:	2900	CMP	R1, #0	R1 = 0? True if blinkFlag = 0x8000000000000000
000002d2:	D100	BNE	\$C\$L4	
000002d4:	2800	CMP	R0, #0	R0 = 0?
	\$C\$L4:			
000002d6:	D0E8	BEQ	\$C\$L2	Jump if zero to \$C\$L1, true if R0/blinkFlag was 0x8000000000000000
000002d8:	2900	CMP	R1, #0	R1 = 0? True if blinkFlag = 0x8000000000000000
000002da:	D100	BNE	\$C\$L5	(should be #2415919104/0x90000000, true for 0x1000000000000000)
000002dc:	2800	CMP	R0, #0	R0 = 0?
	\$C\$L5:			
000002de:	D0D9	BEQ	\$C\$L1	Jump if zero to \$C\$L1, true if R0/blinkFlag was 0x1000000000000000