

SqueakV3PlusClosure

0	1	2	3	4	5	6	7	8	9	10	11	12	13	14	15
Push Receiver Variable 0	Push Receiver Variable 1	Push Receiver Variable 2	Push Receiver Variable 3	Push Receiver Variable 4	Push Receiver Variable 5	Push Receiver Variable 6	Push Receiver Variable 7	Push Receiver Variable 8	Push Receiver Variable 9	Push Receiver Variable 10	Push Receiver Variable 11	Push Receiver Variable 12	Push Receiver Variable 13	Push Receiver Variable 14	Push Receiver Variable 15
16	17	18	19	20	21	22	23	24	25	26	27	28	29	30	31
Push Temp 0	Push Temp 1	Push Temp 2	Push Temp 3	Push Temp 4	Push Temp 5	Push Temp 6	Push Temp 7	Push Temp 8	Push Temp 9	Push Temp 10	Push Temp 11	Push Temp 12	Push Temp 13	Push Temp 14	Push Temp 15
32	33	34	35	36	37	38	39	40	41	42	43	44	45	46	47
Push Literal Constant 0	Push Literal Constant 1	Push Literal Constant 2	Push Literal Constant 3	Push Literal Constant 4	Push Literal Constant 5	Push Literal Constant 6	Push Literal Constant 7	Push Literal Constant 8	Push Literal Constant 9	Push Literal Constant 10	Push Literal Constant 11	Push Literal Constant 12	Push Literal Constant 13	Push Literal Constant 14	Push Literal Constant 15
48	49	50	51	52	53	54	55	56	57	58	59	60	61	62	63
Push Literal Constant 16	Push Literal Constant 17	Push Literal Constant 18	Push Literal Constant 19	Push Literal Constant 20	Push Literal Constant 21	Push Literal Constant 22	Push Literal Constant 23	Push Literal Constant 24	Push Literal Constant 25	Push Literal Constant 26	Push Literal Constant 27	Push Literal Constant 28	Push Literal Constant 29	Push Literal Constant 30	Push Literal Constant 31
64	65	66	67	68	69	70	71	72	73	74	75	76	77	78	79
Push Literal Variable 0	Push Literal Variable 1	Push Literal Variable 2	Push Literal Variable 3	Push Literal Variable 4	Push Literal Variable 5	Push Literal Variable 6	Push Literal Variable 7	Push Literal Variable 8	Push Literal Variable 9	Push Literal Variable 10	Push Literal Variable 11	Push Literal Variable 12	Push Literal Variable 13	Push Literal Variable 14	Push Literal Variable 15
80	81	82	83	84	85	86	87	88	89	90	91	92	93	94	95
Push Literal Variable 16	Push Literal Variable 17	Push Literal Variable 18	Push Literal Variable 19	Push Literal Variable 20	Push Literal Variable 21	Push Literal Variable 22	Push Literal Variable 23	Push Literal Variable 24	Push Literal Variable 25	Push Literal Variable 26	Push Literal Variable 27	Push Literal Variable 28	Push Literal Variable 29	Push Literal Variable 30	Push Literal Variable 31
96	97	98	99	100	101	102	103	104	105	106	107	108	109	110	111
PopInto Receiver Variable 0	PopInto Receiver Variable 1	PopInto Receiver Variable 2	PopInto Receiver Variable 3	PopInto Receiver Variable 4	PopInto Receiver Variable 5	PopInto Receiver Variable 6	PopInto Receiver Variable 7	PopInto Temp 0	PopInto Temp 1	PopInto Temp 2	PopInto Temp 3	PopInto Temp 4	PopInto Temp 5	PopInto Temp 6	PopInto Temp 7
112	113	114	115	116	117	118	119	120	121	122	123	124	125	126	127
Push Receiver	Push true	Push false	Push nil	Push -1	Push 0	Push 1	Push 2	Return receiver	Return true	Return false	Return nil	Return	Block Return		
128	129	130	131	132	133	134	135	136	137	138	139	140	141	142	143
(0) Push LongForm	(0) Store LongForm	(0) PopInto LongForm	(1) Single Extended send	(3) Double extended	Super send literal selector	(2) Second extended send	Pop Stack top	Duplicate Stack top	Push this Context	(4) Push or PopInto Array		(5) Push Temp in temp Vector	(5) Store Temp in temp Vector	(5) Pop into Temp in temp Vector	(6) Push Closure
144	145	146	147	148	149	150	151	152	153	154	155	156	157	158	159
Jump 1	Jump 2	Jump 3	Jump 4	Jump 5	Jump 6	Jump 7	Jump 8	JumpFalse 1	JumpFalse 2	JumpFalse 3	JumpFalse 4	JumpFalse 5	JumpFalse 6	JumpFalse 7	JumpFalse 8
160	161	162	163	164	165	166	167	168	169	170	171	172	173	174	175
Long Jump -1024 to -769	Long Jump -768 to -513	Long Jump -512 to -257	Long Jump -256 to -1	Long Jump 0 to 255	Long Jump 256 to 512	Long Jump 513 to 768	Long Jump 768 to 1024	Long JumpTrue 0 to 255	Long JumpTrue 256 to 511	Long JumpTrue 512 to 768	Long JumpTrue 769 to 1024	Long JumpFalse 0 to 255	Long JumpFalse 256 to 511	Long JumpFalse 512 to 768	Long JumpFalse 769 to 1024
176	177	178	179	180	181	182	183	184	185	186	187	188	189	190	191
+	-	<	>	<=	>=	=	~=	*	/	\\	@	bitShift:	//	bitAnd:	bitOr:
192	193	194	195	196	197	198	199	200	201	202	203	204	205	206	207
at:	at: put:	size	next	nextPut:	atEnd	~~	class	Block Copy:	value	valueWithArgs:	do:	new	new:	(Point) x	(Point) y
208	209	210	211	212	213	214	215	216	217	218	219	220	221	222	223
Send 0 args selector at 0	Send 0 args selector at 1	Send 0 args selector at 2	Send 0 args selector at 3	Send 0 args selector at 4	Send 0 args selector at 5	Send 0 args selector at 6	Send 0 args selector at 7	Send 0 args selector at 8	Send 0 args selector at 9	Send 0 args selector at 10	Send 0 args selector at 11	Send 0 args selector at 12	Send 0 args selector at 13	Send 0 args selector at 14	Send 0 args selector at 15
224	225	226	227	228	229	230	231	232	233	234	235	236	237	238	239
Send 1 args selector at 0	Send 1 args selector at 1	Send 1 args selector at 2	Send 1 args selector at 3	Send 1 args selector at 4	Send 1 args selector at 5	Send 1 args selector at 6	Send 1 args selector at 7	Send 1 args selector at 8	Send 1 args selector at 9	Send 1 args selector at 10	Send 1 args selector at 11	Send 1 args selector at 12	Send 1 args selector at 13	Send 1 args selector at 14	Send 1 args selector at 15
240	241	242	243	244	245	246	247	248	249	250	251	252	253	254	255
Send 2 args selector at 0	Send 2 args selector at 1	Send 2 args selector at 2	Send 2 args selector at 3	Send 2 args selector at 4	Send 2 args selector at 5	Send 2 args selector at 6	Send 2 args selector at 7	Send 2 args selector at 8	Send 2 args selector at 9	Send 2 args selector at 10	Send 2 args selector at 11	Send 2 args selector at 12	Send 2 args selector at 13	Send 2 args selector at 14	Send 2 args selector at 15

- (0) jkkkkkk, jj = Receiver Variable, Temporary Location, Literal Constant / Illegal, Literal Variable, kkkkkk the index
- (1) 32 first lit as selector and up to 7 args
- (2) 64 first lit as selector and up to 3 args
- (3) iiijjjj kkkkkkkk, iii = Send, Send Super, Push Receiver Variable, Push Literal Constant, Push Literal Variable, Store Receiver Variable, Store-Pop Receiver Variable, Store Literal Variable, index = kkkkkkkk, for sends jjjjj = numArgs
- (4) jkkkkkkk, Push (Array new: kkkkkkk) (j = 0) or Pop kkkkkkk elements into: (Array new: kkkkkkk) (j = 1)
- (5) kkkkkkkk jjjjjjj, temp At kkkkkkkk In tempVect At jjjjjjj
- (6) lllkkkk jjjjjjj iiiiiii, Push Closure Num Copied lll Num Args kkkk BlockSize jjjjjjjiiiiii