

i386: Register Set

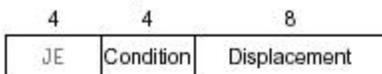
Name	31	0	Use
EAX			GPR 0
ECX			GPR 1
EDX			GPR 2
EBX			GPR 3
ESP			GPR 4
EBP			GPR 5
ESI			GPR 6
EDI			GPR 7
	CS		Code segment pointer
	SS		Stack segment pointer (top of stack)
	DS		Data segment pointer 0
	ES		Data segment pointer 1
	FS		Data segment pointer 2
	GS		Data segment pointer 3
EIP			Instruction pointer (PC)
EFLAGS			Condition codes

i386: Common Instructions

Instruction	Function
JE name	If equal (CC) EIP = name}; EIP - 128 ≤ name < EIP + 128
JMP name	{ EIP = NAME};
CALL name	SP = SP - 4; M[SP] = EIP + 5; EIP = name;
MOVW EBX,[EDI + 45]	EBX = M [EDI + 45]
PUSH ESI	SP = SP - 4; M[SP] = ESI
POP EDI	EDI = M[SP]; SP = SP + 4
ADD EAX,#6765	EAX = EAX + 6765
TEST EDX,#42	Set condition codea (flags) with EDX & 42
MOVSL	M[EDI] = M[ESI]; EDI = EDI + 4; ESI = ESI + 4

i386: Instruction Formats

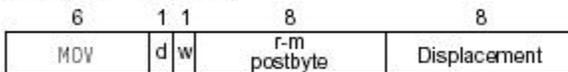
a. JE EIP + displacement



b. CALL



c. MOV EBX, [EDI + 45]



d. PUSH ESI



e. ADD EAX, #6765



f. TEST EDX, #42

