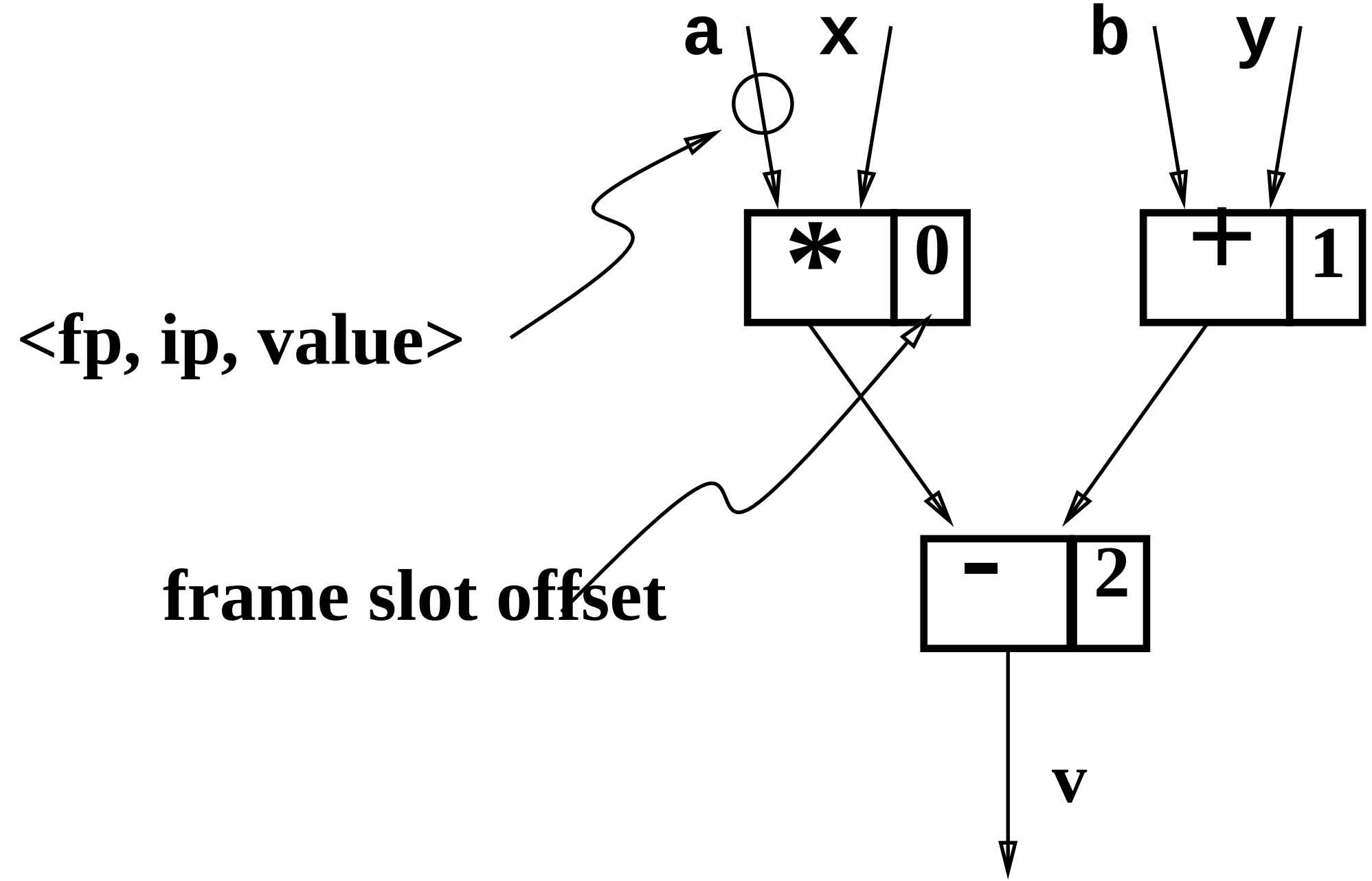
a
x
b
y
*
0
+
1
<fp, ip, value>
frame slot offset
-
2
v