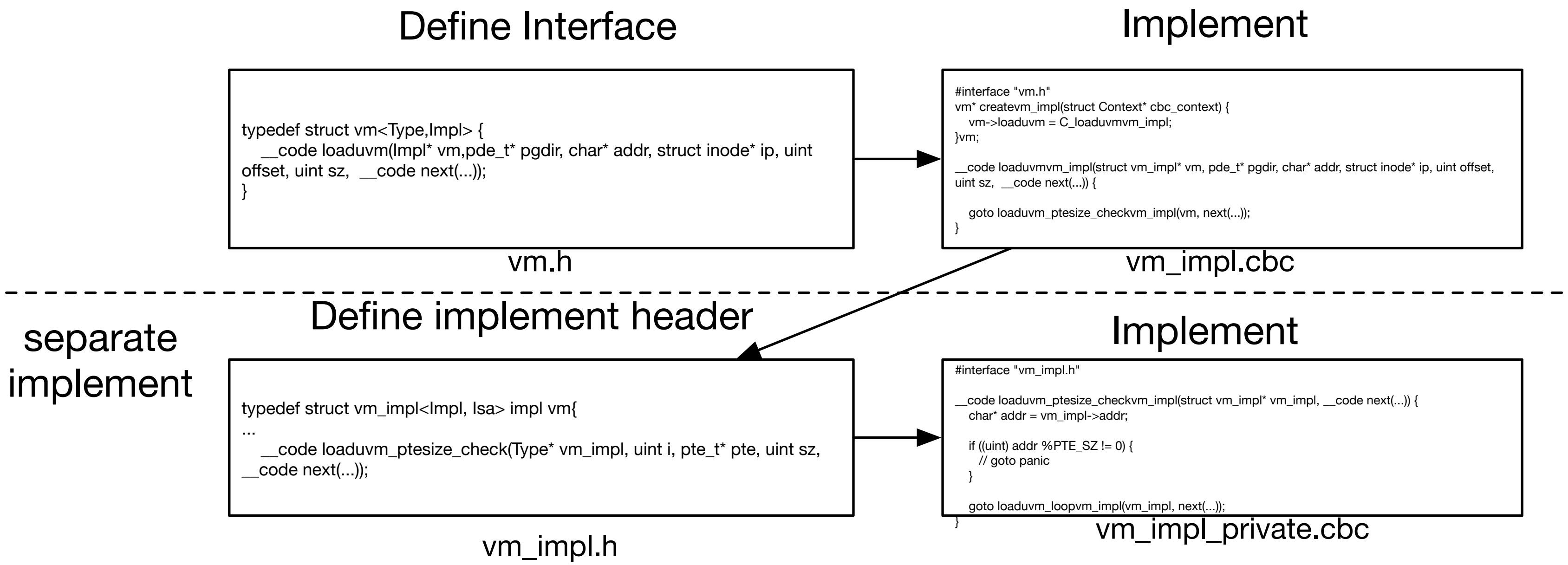

```
typedef struct vm<Type,Impl> {
    __code loaduvm(Impl* vm,pde_t* pgdir, char* addr, struct inode* ip, uint
offset, uint sz,  __code next(...));
}
```

```
#interface "vm.h"
vm* createvm_impl(struct Context* cbc_context) {
    vm->loaduvm = C_loaduvmvm_impl;
}vm;

__code loaduvmvm_impl(struct vm_impl* vm, pde_t* pgdir, char* addr, struct inode* ip, uint offset,
uint sz,  __code next(...)) {

    goto loaduvm_ptesize_checkvm_impl(vm, next(...));
}
```

```
typedef struct vm_impl<Impl, Isa> impl vm{
...
    __code loaduvm_ptesize_check(Type* vm_impl, uint i, pte_t* pte, uint sz,
__code next(...));
```

```
#interface "vm_impl.h"

__code loaduvm_ptesize_checkvm_impl(struct vm_impl* vm_impl, __code next(...)) {
    char* addr = vm_impl->addr;

    if ((uint) addr %PTE_SZ != 0) {
       // goto panic
    }

    goto loaduvm_loopvm_impl(vm_impl, next(...));
}
```