

```

4064 1 ***** function _render *****
4065 ;; Defined at:
4066 ;; line 29 in file "draw.c" 2
4067 3 Parameters: Size Location Type
4068 ;; None
4069 ;; Auto vars: Size Location Type
4070 ;; lll 4 42[BANK0 ] long
4071 ;; x 4 2 46[BANK0 ] volatile int
4072 ;; cp 1 41[BANK0 ] PTR unsigned char
4073 ;; -> inputData(2),
4074 5 Return value: Size Location Type
4075 ;; None void
4076 6 Registers used:
4077 ;; wreg, fsr0l, fsr0h, status,2, status,0, pclath, cstack
4078 7 Tracked objects:
4079 ;; On entry : 17F/0
4080 ;; On exit : 0/0
4081 ;; Unchanged: FFE00/0
4082 ;; Data sizes: COMMON BANK0 BANK1 BANK2
4083 ;; Params: 0 0 0 0
4084 8 Locals: 0 7 0 0
4085 ;; Temps: 0 5 0 0
4086 ;; Totals: 0 12 0 0
4087 ;; Total ram usage: 12 bytes
4088 ;; Hardware stack levels used: 1
4089 9 Hardware stack levels required when called: 4
4090 ;; This function calls:
4091 ;; _lrv
4092 ;; 10 ___altofl
4093 ;; ___awdiv
4094 ;; ___awmod
4095 11 This function is called by:
4096 ;; _main
4097 12 This function uses a non-reentrant model

```

1 function's name

2 file name and line number of definition

3 size, location and type of parameters

4 size, location and type of auto variables

5 size, location and type of return value

6 registers that the function code used

7 selected GPR bank on entry and exit

8 RAM memory summary for entire function

9 hardware stack requirements

10 functions called by this function

11 which functions call this function

12 how the function was encoded