



```

};
unsigned char S[256]=
{
    0xf,0x7,0x1,0x3,0xd,0x5,0x9,0xf,0xe,0x8,0xd,0xf,0x4,0x6,0x0,
    0x7,0x7,0x7,0x7,0x7,0x7,0x7,0x7,0x7,0x7,0x7,0x7,0x7,0x7,0x7,0x7,
    0xb,0xb,0xb,0xb,0xb,0xb,0xb,0xb,0xb,0xb,0xb,0xb,0xb,0xb,0xb,0xb,
    0x3,0x3,0x3,0x3,0x3,0x3,0x3,0x3,0x3,0x3,0x3,0x3,0x3,0x3,0x3,0x3,
    0xd,0xd,0xd,0xd,0xd,0xd,0xd,0xd,0xd,0xd,0xd,0xd,0xd,0xd,0xd,0xd,
    0x5,0x5,0x5,0x5,0x5,0x5,0x5,0x5,0x5,0x5,0x5,0x5,0x5,0x5,0x5,0x5,
    0x9,0x9,0x9,0x9,0x9,0x9,0x9,0x9,0x9,0x9,0x9,0x9,0x9,0x9,0x9,0x9,
    0x1,0x1,0x1,0x1,0x1,0x1,0x1,0x1,0x1,0x1,0x1,0x1,0x1,0x1,0x1,0x1,
    0xe,0xe,0xe,0xe,0xe,0xe,0xe,0xe,0xe,0xe,0xe,0xe,0xe,0xe,0xe,0xe,
    0x6,0x6,0x6,0x6,0x6,0x6,0x6,0x6,0x6,0x6,0x6,0x6,0x6,0x6,0x6,0x6,
    0xa,0xa,0xa,0xa,0xa,0xa,0xa,0xa,0xa,0xa,0xa,0xa,0xa,0xa,0xa,0xa,
    0x2,0x2,0x2,0x2,0x2,0x2,0x2,0x2,0x2,0x2,0x2,0x2,0x2,0x2,0x2,0x2,
    0xc,0xc,0xc,0xc,0xc,0xc,0xc,0xc,0xc,0xc,0xc,0xc,0xc,0xc,0xc,0xc,
    0x4,0x4,0x4,0x4,0x4,0x4,0x4,0x4,0x4,0x4,0x4,0x4,0x4,0x4,0x4,0x4,
    0x8,0x8,0x8,0x8,0x8,0x8,0x8,0x8,0x8,0x8,0x8,0x8,0x8,0x8,0x8,0x8,
    0x0,0x0,0x0,0x0,0x0,0x0,0x0,0x0,0x0,0x0,0x0,0x0,0x0,0x0,0x0,0x0
};

```

```

void Sscratle(unsigned char *sc,unsigned char *e)
{
    unsigned int t1,t2,t3,t4,t5,t6;
    unsigned char *eend=e+600;

    t1=e[0]^sc[0x51|0x00];
    t2=e[1]^sc[0x5];
    t3=((unsigned int *)e[2])^((unsigned int *)sc[0x5]);
    t4=3x;
    t3=t3>>4;
    sc+=600;
    t5=6;
    while(sc<e)
    {
        t4=S[2]^S[t1];
        t2=t>4;
        t1=(t1)<<4;
        t4=S[t4];
        t6((((t3>>13)>>1)<<13)>>9)<<9)<<0xf;
        t3=(t3>>8)<<8;
        t6=S[t6];
        t5+=6<t4;
        *sc+=S[t1]^sc[t5&0xf];
        t5+=8;
    }
}

```

```

void Sstitley(unsigned char *e,unsigned char *ir)
{
    unsigned int t1,t2,t3,t4,t5,t6;
    unsigned char k[9];
    int i;

    t1=ir[0]|0x00;
    t2=ir[1];
    t3=((unsigned int *)ir[2]);
    t4=3x;
    t3=t3>>4;
    t5=6;
    for(i=0;i<5;i++)
    {
        t4=S[2]^S[t1];
        t2=t>4;
        t1=(t1)<<4;
        t4=S[t4];
        t6((((t3>>13)>>1)<<13)>>9)<<9)<<0xf;
        t3=(t3>>8)<<8;
        t6=S[t6];
        t5+=6<t4;
        k[i]=S[t1]^S[t5&0xf];
        t5+=8;
    }
    for(i=0;i<5;i--)
        e[S[t1]-1]=S[t1]-1]^S[t1]^e[S[t1]-1]^e[S[t1]];
}

```

```

void Sstitlee2(unsigned char *e,unsigned char *ir)
{
    unsigned int t1,t2,t3,t4,t5,t6;
    unsigned char k[9];
    int i;

    t1=ir[0]|0x00;
    t2=ir[1];
    t3=((unsigned int *)ir[2]);
    t4=3x;
    t3=t3>>4;
    t5=6;
    for(i=0;i<5;i++)
    {
        t4=S[2]^S[t1];
        t2=t>4;
        t1=(t1)<<4;

```

```
14  CSdof(t4;
16  ((((((t3>3/13>=4/13>=9/13>=8/8)if;
13  t3=t3>8)if;
16  CSdof(t6;
15  t6=t6+4
17  t7]=50)if;
15  t5>8
}
for(i=0;i>0i--)
te(CSdof[i+1])+(CSdof[i+1])^CSdof[te(CSdof[i+1])]^te(CSdof[i]
];
}

void CSdof_titlee(usigedra *te, usigedra *de)
{
int i;
usigedra imf(0;
usigedra imf(0=(05,06,06,0c5,0e0,00);

for(i=0;i<0i++)
imf[i]=de[i];

CSdof(imf);
CSdof(te, imf);
}
```