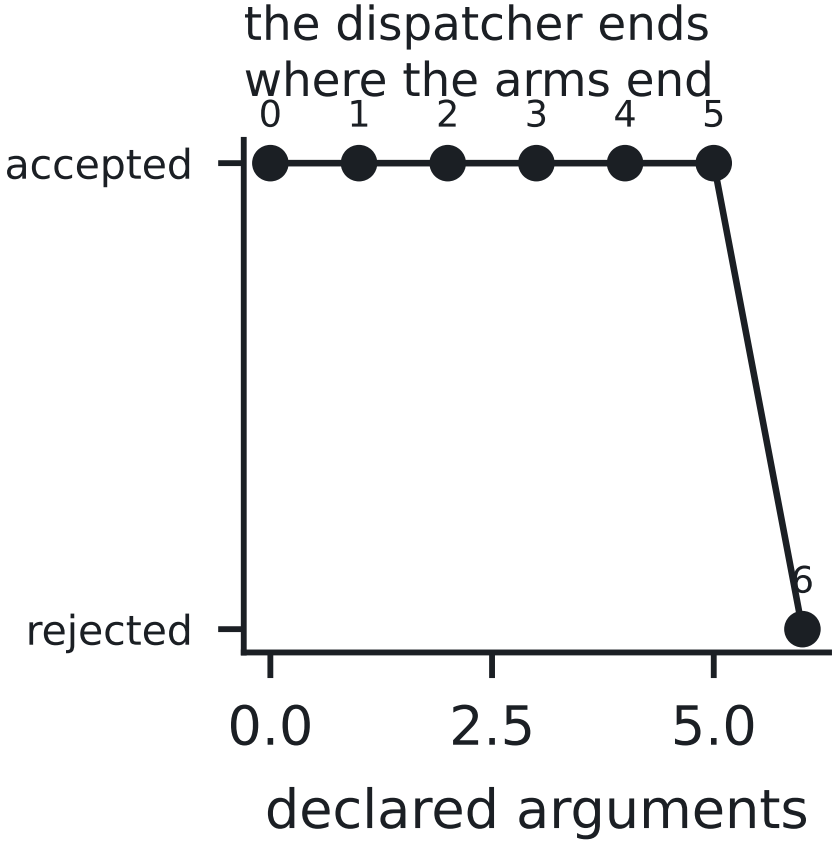
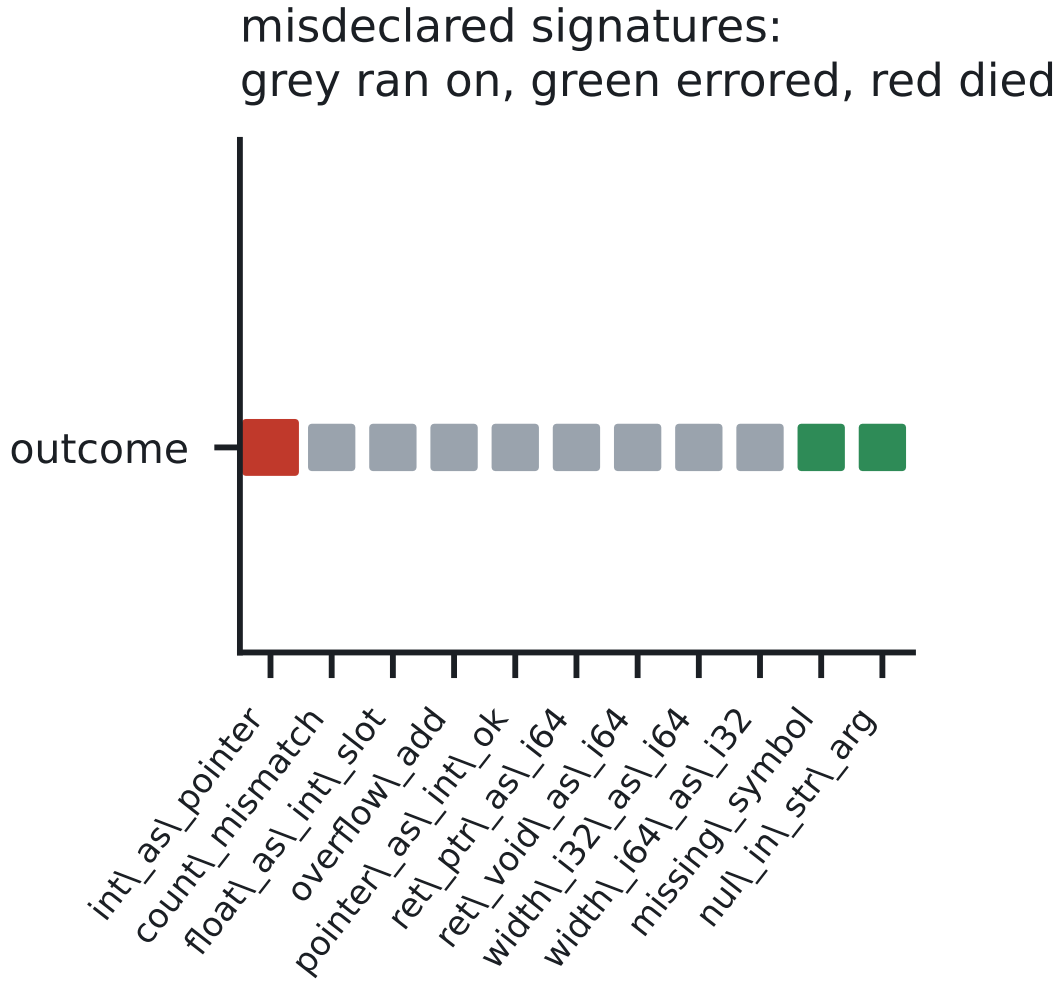

the dispatcher ends
where the arms end
0
1
2
3
4
5
6
accepted
rejected
0.0
2.5
5.0
declared arguments


misdeclared signatures:
grey ran on, green errored, red died
outcome
int_as_pointer
count_mismatch
float_as_int_slot
overflow_add
pointer_as_int_ok
ret_ptr_as_i64
ret_void_as_i64
width_i32_as_i64
width_i64_as_i32
missing_symbol
null_in_str_arg