command ->	0	1	2	3	4	5	6	7	8	9	A	B	C	D	E	F
data \/	DoutB=	DoutA=	Wait	rel jump -n	A=	... =A	A= ...	A= ...	Set Page	Jump to	C*	D*	Skip if ...	Call	Ret	Set RAM R/W Addr
0	0	0	1 ms	0	0	RAM = A			0	0	0	0		0	0	0
1	1	1	2 ms	1	1	B=A	A= B	A=A+1	1	1	1	1	A>B	1		1
2	2	2	5 ms	2	2	C=A	A=C	A=A–1	2	2	2	2	A<B	2		2
3	3	3	10 ms	3	3	D=A	A=D	A=A+B	3	3	3	3	A==B	3		3
4	4	4	20 ms	4	4	DoutA=A	A=Din	A=A–B	4	4	4	4	A != B	4		4
5	5	5	50 ms	5	5	DoutA.0=A.0	A=Din.0	A= A*B	5	5	5	5	A = 0	5		5
6	6	6	100 ms	6	6	DoutA.1=A.0	A=Din.1	A=A/B	6	6	6	6	A != 0	6		6
7	7	7	200 ms	7	7	DoutA.2=A.0	A=Din.2	A=A And B	7	7	7	7		7		7
8	8	8	500 ms	8	8	DoutA.3= A.0	A=Din.3	A=A Or B	8	8	8	8	Din.0=0	8		8
9	9	9	1 s	9	9	PWM1=A		A= A Xor B	9	9	9	9	Din.1=0	9		9
A	10	10	2 s	10	10	PWM2=A		A=Not A	A	A	A	A	Din.2=0	A		A
B	11	11	5 s	11	11	DoutB=A	A = randNr	A = A mod B	B	B	B	B	Din.3=0	B		B
C	12	12	10 s	12	12	DoutB.0=A.0	A = DoutA	A = A << 1	C	C	C	C	BTN1=0	C		C
D	13	13	20 s	13	13	DoutB.1=A.0	A = DoutB	A = A >> 1	D	D	D	D	BTN2=0	D		D
E	14	14	30 s	14	14	DoutB.2=A.0	A = RAM	A = A <<B	E	E	E	E	BTN1=1	E		E
F	15	15	60 s	15	15	DoutB.3= A.0	A = RAM[B]	A = A >> B	F	F	F	F	BTN2=1	F		F

basic stuff	prog flow	doing sth with variables	prog flow	for loop	prog flow	function call and return	storage