

```
A == 0x03 / B = 0x00;

A == 0x03 / B = 0x00 | B = 0x01;

B = 0x00;

A == 0x03 / B = 0x00 | B = 0x01;

B = 0x00;

A == 0x03 / B = 0x00 | B = 0x01;

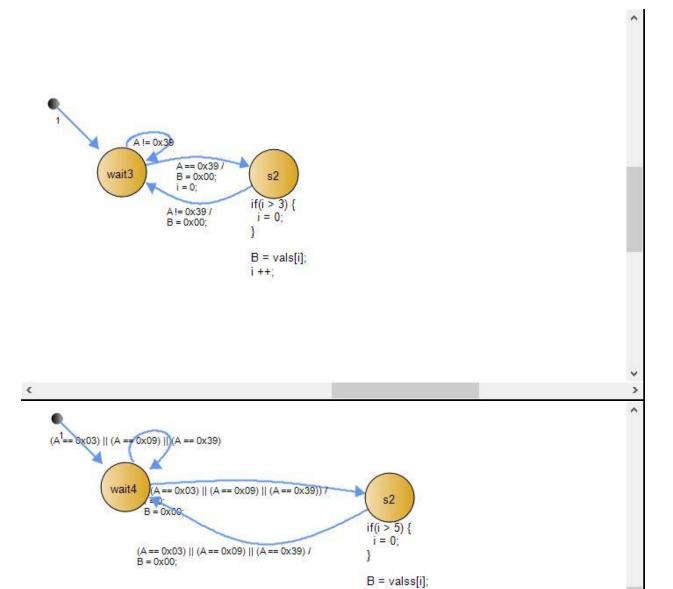
B = 0x00;

A == 0x03 / B = 0x00;

B = 0x00;

A == 0x03 / B = 0x00;

A == 0x00 / B
```



•

i ++;

```
1 A7 != 0 |||A6 != 1

| wait | \frac{A7}{0} |= 0 || A6 != 1

| S2 || A0 == 1

| A0 == 0 || A6 != 1

| B = patterns[i]; if (i == 0) { i = 7; } if (i == 0) { i = 7; } if (i == 0); } if (i =
```

```
1

B = 0x01;

if(B7 == 1) { A0 == 0 if(B0 == 1) { B = 0x80; } } else { B = B << 1; B = B >> 1; } }

else { B = B << 1; B = B >> 1; }
```