# **Surface Boost**

GETD R1;  
CMP R1, 100;  
JLE L1;  
JIG L2;  
L1:  
SETP 50;  
JUMP L3;  
L2:  
CMP R1,200;  
JLE L4;  
JIG L5;  
L4:  
SETP 75;  
JUMP L3;  
L5:  
SETP 100;  
L3:

# Dust Detection

DIMD R2  
CMP R2, 10;  
JLE L1;  
JIG L2;  
L1:  
SUP 40;  
JUMP L3;  
L2:  
CMP R1,20;  
JLE L4;  
JIG L5;  
L4:  
SUP 60;  
JUMP L3;  
L5:  
SUPP 80;  
L3:

# Virtual Guard

GCC;  
SUB CC,IC,R3;  
CMP R5,R3;  
JLE L1;  
JIG L2;  
L1:  
RTM;  
JUMP L3;

# Scheduling

L1: Set Time

TYM;

STR TYM,R1;

L2: Schedule Time

GST;

STR GST,R2;

SUB R2, R1, R3;

L3: TIMER

GST;

MOV GST,R2;

SUB R3,#1,R3;

CMP R3,#0;

JIE L3;

# MAPPING

# CHARGING