

```

define public T1 2
define public T2 5
define public T3 3

```

```

wrap-target

```

```

bitloop:

```

```

L1 out x, 1 side 0 [T3-1];

```

```

L2 jmp !x do-zero side 1 [T1-1];

```

```

do-one:

```

```

L3 jmp bitloop side 1 [T2-1];

```

```

do-zero:

```

```

L4 nop side 0 [T2-1];

```

```

wrap

```

Assume the RGB
input is 0x0000FF,
and FIFO is not
empty

