

	PB1 0	PB2 1	PB3 2	PB4 3	
	0x22 f	0xCE CA CE	0xB8 Bits Mode	0xA6 CHS NOT	6 PB0
	0x1D STO D	0x1E RCL E	0x1F F	0xA5 MOD AND	5 PD7
	0x1A ← A	0x1B → B	0x1C C	0xA4 XOR OR	4 PD6
	0x17 R↓ 7	0x18 R↑ 8	0x19 9	0xA3 >> ÷	3 PD5
0xEE ENTER	0x14 4	0x15 5	0x16 6	0xA2 << ×	2 PD4
	0x11 1	0x12 Lst X 2	0x13 X↔Y 3	0xA1 -	1 PD3
	ENTER	0x10 0	0x81 Clr X ←	0xA0 +	0 PD2