

•	define	public	T ₁	2
•	define	public	T ₂	5
•	define	public	T ₃	3

• Wrap - target

bitloop:

out x, 1 side 0 [T₃ - 1]; (L1)

jmp !x do_zero side 1 [T₁ - 1]; (L2)

do one:

jmp bitloop side 1 [T₂ - 1]; (L3)

do zero:

nop side 0 [T₂ - 1]; (L4)

• wrap



