```
.wrap_target
bitloop :
L1: out x, 1          side 0 [T1 - 1];
L2: jmp !x do_zero    side 1 [T2 - 1];
do_one :
L3: jmp bitloop       side 1 [T3 - 1];
do_zero :
L4: nop               side 0 [T4 - 1];
.wrap
```

(T1 = 2 ; T2 = 5 ; T3 = 3)