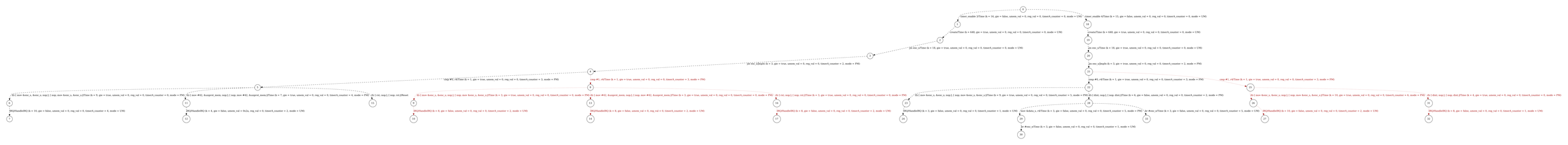
0
timer_enable: bTime (k = 16, gie = false, umem_val = 0, reg_val = 0, timerA_counter = 0, mode = UM)
1
createTime (k = 648, gie = true, umem_val = 0, reg_val = 0, timerA_counter = 0, mode = UM)
2
ini esc_xTime (k = 18, gie = true, umem_val = 0, reg_val = 0, timerA_counter = 0, mode = UM)
3
ini sbd_1:dspIn (k = 3, gie = true, umem_val = 0, reg_val = 0, timerA_counter = 2, mode = PM)
4
resp #0, rk5Time (k = 1, gie = true, umem_val = 0, reg_val = 0, timerA_counter = 3, mode = PM)
5
ini { mov &rec_x, nop,[[nop, mov &rec_x, &rec_x]2Time (k = 9, gie = true, umem_val = 0, reg_val = 0, timerA_counter = 0, mode = PM); ini { mov #42, &output_mem, nop,[[nop, mov #42, &output_mem]3Time (k = 7, gie = true, umem_val = 0, reg_val = 0, timerA_counter = 4, mode = PM); ini { rst, nop,[[nop, rst]3Rest
6
IRQ/HandleIRQ (k = 10, gie = false, umem_val = 0, reg_val = 0, timerA_counter = 4, mode = UM)
7
8
ini { mov &rec_x, nop,[[nop, mov &rec_x, &rec_x]3Time (k = 3, gie = true, umem_val = 0, reg_val = 0, timerA_counter = 0, mode = PM); ini { mov #42, &output_mem, nop,[[nop, mov #42, &output_mem]3Time (k = 3, gie = true, umem_val = 0, reg_val = 0, timerA_counter = 0, mode = PM); ini { rst, nop,[[nop, rst]3Time (k = 3, gie = true, umem_val = 0, reg_val = 0, timerA_counter = 0, mode = PM)
9
IRQ/HandleIRQ (k = 8, gie = false, umem_val = 0, reg_val = 0, timerA_counter = 2, mode = UM)
10
11
IRQ/HandleIRQ (k = 4, gie = false, umem_val = 0x2a, reg_val = 0, timerA_counter = 2, mode = UM)
12
13
IRQ/HandleIRQ (k = 8, gie = false, umem_val = 0, reg_val = 0, timerA_counter = 2, mode = UM)
14
15
16
IRQ/HandleIRQ (k = 6, gie = false, umem_val = 0, reg_val = 0, timerA_counter = 2, mode = UM)
17
18
timer_enable: bTime (k = 15, gie = false, umem_val = 0, reg_val = 0, timerA_counter = 0, mode = UM)
19
createTime (k = 648, gie = true, umem_val = 0, reg_val = 0, timerA_counter = 0, mode = UM)
20
ini esc_xTime (k = 18, gie = true, umem_val = 0, reg_val = 0, timerA_counter = 0, mode = UM)
21
ini esc_xInpIn (k = 3, gie = true, umem_val = 0, reg_val = 0, timerA_counter = 2, mode = PM)
22
resp #0, rk5Time (k = 1, gie = true, umem_val = 0, reg_val = 0, timerA_counter = 3, mode = PM)
23
ini { mov &rec_x, &rec_x, nop,[[nop, mov &rec_x, &rec_x]2Time (k = 9, gie = true, umem_val = 0, reg_val = 0, timerA_counter = 5, mode = PM); ini { dint, nop,[[nop, dint,]2Time (k = 6, gie = false, umem_val = 0, reg_val = 0, timerA_counter = 2, mode = PM)
24
IRQ/HandleIRQ (k = 3, gie = false, umem_val = 0, reg_val = 0, timerA_counter = 1, mode = UM)
25
ini { mov &rec_x, &rec_x, nop,[[nop, mov &rec_x, &rec_x]2Time (k = 10, gie = true, umem_val = 0, reg_val = 0, timerA_counter = 6, mode = PM)
26
IRQ/HandleIRQ (k = 10, gie = false, umem_val = 0, reg_val = 0, timerA_counter = 2, mode = UM)
27
28
timer_fcdisb_x, rk4Time (k = 3, gie = false, umem_val = 0, reg_val = 0, timerA_counter = 0, mode = PM)
29
ini #esc_xTime (k = 3, gie = false, umem_val = 0, reg_val = 0, timerA_counter = 5, mode = UM)
30
ini #esc_xTime (k = 3, gie = false, umem_val = 0, reg_val = 0, timerA_counter = 1, mode = UM)
31
ini { dint, nop,[[nop, dint,]3Time (k = 4, gie = true, umem_val = 0, reg_val = 0, timerA_counter = 0, mode = PM)
32
IRQ/HandleIRQ (k = 8, gie = false, umem_val = 0, reg_val = 0, timerA_counter = 1, mode = UM)
33