

```
1  sbr();
2
3      STEP_POSITION := STEP_DISTANCE;
4
5      // Position
6      STEP_INCR_MOVE[2] := STEP_POSITION / 1000;           // MSW integer divide
7      STEP_INCR_MOVE[3] := STEP_POSITION - (STEP_INCR_MOVE[2] * 1000); // LSW remainder
8
9      // Speed
10     STEP_INCR_MOVE[4] := STEP_SPEED / 1000;             // MSW integer divide
11     STEP_INCR_MOVE[5] := STEP_SPEED - (STEP_INCR_MOVE[4] * 1000); // LSW remainder
12
13  ret();
```