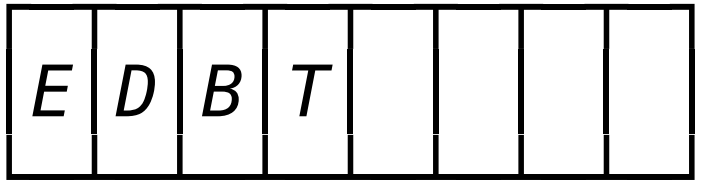
```
/*
   7 6 5 4 3 2 1 0
```




```
E – error; D – done;
B – busy;  T – trigger;
0x40 = 01000000b
*/

char status;
status |= 0x40;      /*   set 'D' bit */
if (status & 0x40); /*  test 'D' bit */
status &= ~0x40;     /* clear 'D' bit */
```