```c
/*

  7 6 5 4 3 2 1 0

  ┌─┬─┬─┬─┬─┬─┬─┬─┐         E - error; D - done;
  │E│D│B│T│ │ │ │ │         B - busy;  T - trigger;
  └─┴─┴─┴─┴─┴─┴─┴─┘         0x40 = 01000000b

*/


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