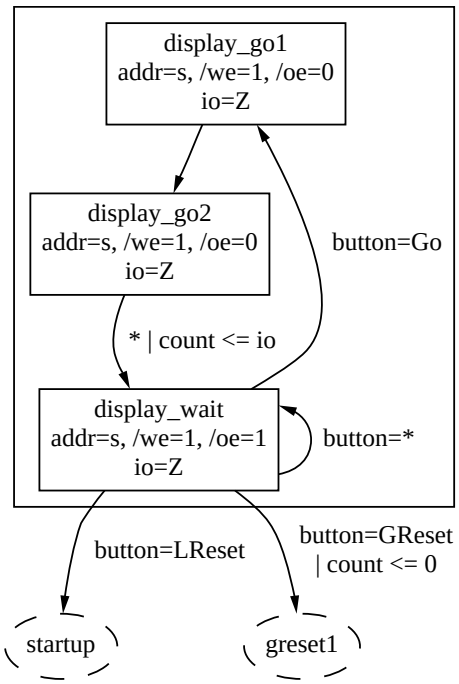
display_go1
addr=s, /we=1, /oe=0
io=Z
display_go2
addr=s, /we=1, /oe=0
io=Z
button=Go
* | count <= io
display_wait
addr=s, /we=1, /oe=1
io=Z
button=*
button=LReset
button=GReset
| count <= 0
startup
greset1