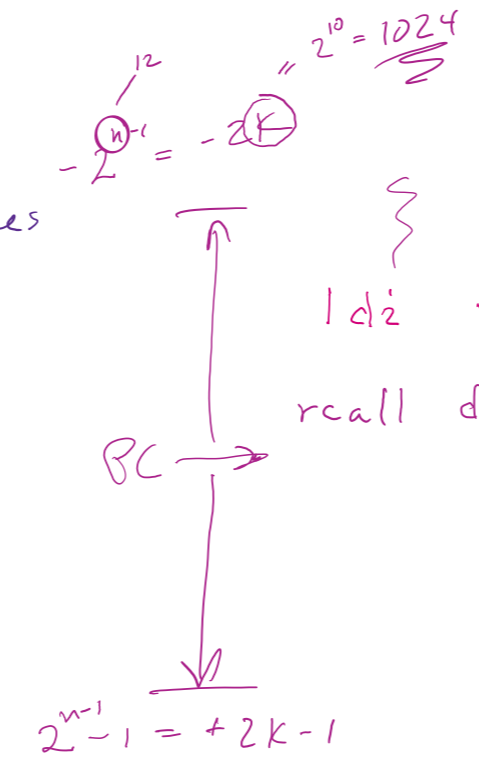
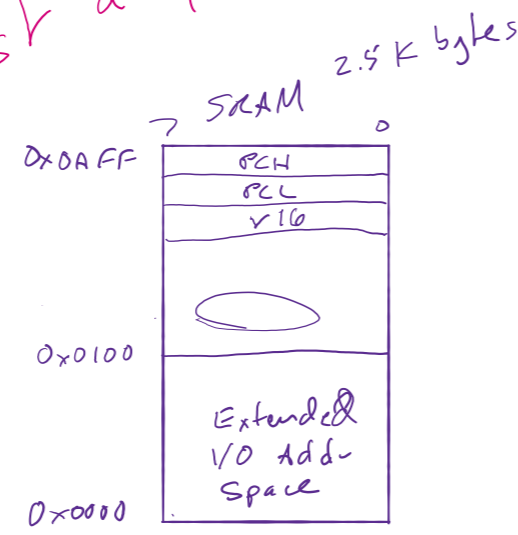


~~GCC C++ Compiler~~

r29 : r28  
r27 : r26  
r25 : r24

flush argument



- 1 ~~SRAM~~
- 2 Register (r24)
- 3 SREG, T, Z, N, S, ...
- 4 Stack frame

```
ldi r24, 10
rcall delay_500_50N
```

```
delay_50N:
delay_500: push r15
           in r15, SREG
           push r16
           ldi r16, 0x0A
           rcall delay_50
           dec r16
           brne wait_500
           pop r16
           out SREG, r15
           pop r15
           ret
```

```
delay_50:
           in r15, SREG
           push r16
           ldi r16, 200 // 0x0C8
           wait_50: nop
                   dec r16
                   brne wait_50
           pop r16
           out SREG, r15
           ret
```

Jump  
brne

Always last instruction

~~push SREG~~

~~pop SREG~~

