```
   //
   // delay to middle of first data bit
   //
   half_bit_delay();
   bit_delay();
   //
   // unrolled loop to read data bits
   //
   if pin_test(*pins,pin)
      *rxbyte |= (1 << 0);
   else
      *rxbyte |= (0 << 0);
   bit_delay();
   if pin_test(*pins,pin)
      *rxbyte |= (1 << 1);
   else
      *rxbyte |= (0 << 1);
   bit_delay();
   if pin_test(*pins,pin)
      *rxbyte |= (1 << 2);
   else
      *rxbyte |= (0 << 2);
   bit_delay();
   if pin_test(*pins,pin)
      *rxbyte |= (1 << 3);
   else
      *rxbyte |= (0 << 3);
   bit_delay();
   if pin_test(*pins,pin)
      *rxbyte |= (1 << 4);
   else
      *rxbyte |= (0 << 4);
   bit_delay();
   if pin_test(*pins,pin)
      *rxbyte |= (1 << 5);
   else
      *rxbyte |= (0 << 5);
   bit_delay();
   if pin_test(*pins,pin)
      *rxbyte |= (1 << 6);
   else
      *rxbyte |= (0 << 6);
   bit_delay();
   if pin_test(*pins,pin)
      *rxbyte |= (1 << 7);
   else
      *rxbyte |= (0 << 7);
   //
   // wait for stop bit
   //
   bit_delay();
   half_bit_delay();
   }

void flash(uint8_t from, uint8_t to, uint8_t delay) {
   //
   // source from, sink to, flash
```