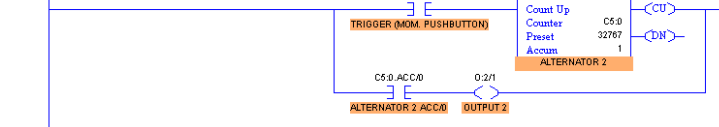


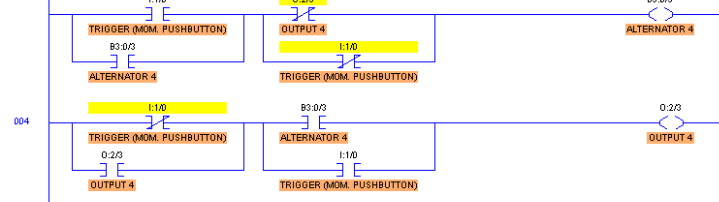
ALTERNATOR - METHOD 2, NEXT 1 RUNG. THE COUNTER CAN ALSO BE USED TO COUNT HOW MANY TIMES THE BUTTON HAS BEEN



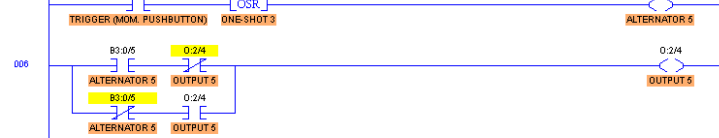
ALTERNATOR - METHOD 3, NEXT 1 RUNG. ONLY BIT 2 OF OUTPUT WORD 0:2 WILL BE CHANGED. WARNING: DO NOT USE WORD B3:1



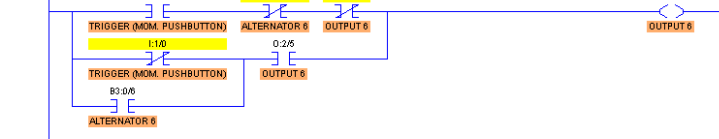
ALTERNATOR - METHOD 4: USES 2 RUNGS BUT NO SPECIAL INSTRUCTIONS (ARCHE'S FAVORITE)



ALTERNATOR - METHOD 5: NEXT 2 RUNGS



ALTERNATOR - METHOD 6: NEXT 2 RUNGS



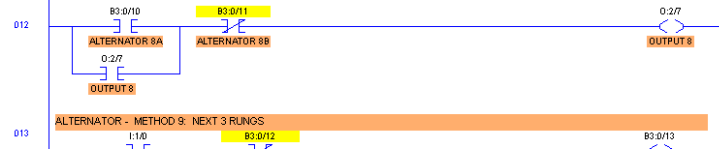
ALTERNATOR - METHOD 7: NEXT 2 RUNGS



ALTERNATOR - METHOD 8: NEXT 2 RUNGS



ALTERNATOR - METHOD 9: NEXT 3 RUNGS



ALTERNATOR - METHOD 10: TOGGLE 1 OUTPUT BIT, USING UP TO 16 RUNGS. USE I:3/1 FOR BUTTON 1 & OUTPUT 0:4/1, I:3/2 FOR

