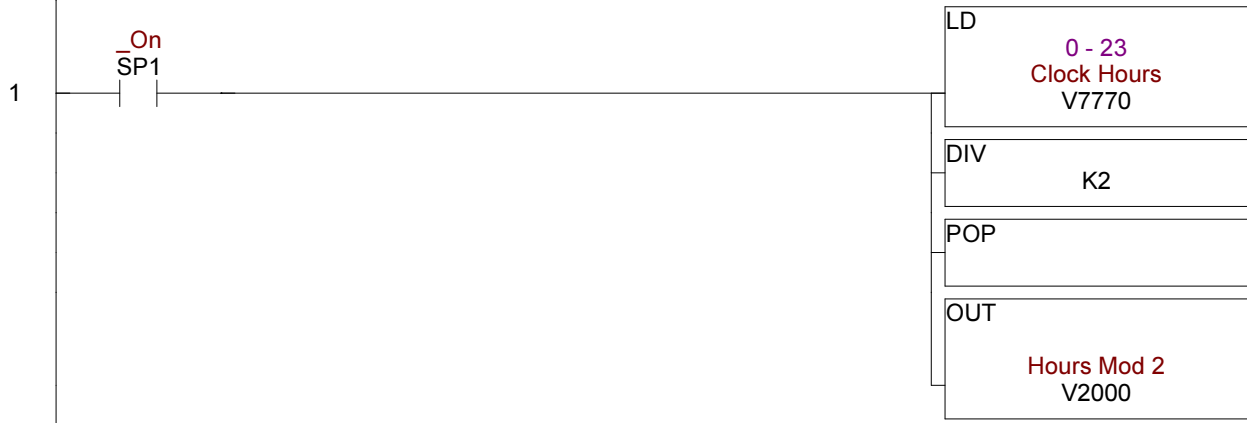


Get the clock hours. Divide by 2 then POP the remainder into 'Hours Mod 2'. This will be either 0 or 1.



This will fire on even hours. Change the constant in the first compare to K1 to fire on the odd hours.

