

If you quickly need to flip the bits in a byte in reverse (turning bits from 01234567 to 76543210) you can use this unrolled loop.

```

        ldx #0
.for(var i=0;i<8;i++)
{
    lsr // shift A down, bit 0 to C
    tay // copy to Y doesn't change C
    txa // pull x to a, doesn't change C
    rol // shift left, C to bit 0
    tax // stash a in x
    tya // get start a back from y
}
    txa

```

(kickassembler loop syntax)

This takes a byte in A, reverses the bits and exits with the reversed bits in A again, using X and Y for temporary storage and only short 2-cycle instructions in the loop. Of course a table lookup will be faster if you do this a lot in your code.

- this would be faster (enter with the value in .A, result in .A, .X will be 0)

```

loop    ldx #8
        asl
        ror $2
        dex
        bne loop
        lda $2

        rts

```

From:
<https://codebase64.org/> - Codebase 64 wiki

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