

```

XCLR :BSR XDECN
      BSR XGUE
      BSR XHOME

```

déconnecte les lignes
~~est #11~~

```
BSR PONT
```

A0 = pointe écran
MOVE.L A1, A0

```

LEA TCURSB, A1
MOVE (A1), D0
SUB -2(A1), D0
ADDQ #1, D0

```

```

lea tcursa, a1
moveq #1, d0
sub(a1)+, d0
add(a1), d0
nb de ligne

```

```

MOVE 4(A1), D1
ADDQ #1, D1
MULU D1, D0
SUBQ #1, D0

```

```

long de la ligne
move.l #10000, D1
asr #2, d0

```

```

GET121 : MOVE #32, (A0)+
        DBRA D0, GET121
        MOVE #1J, D0

```

↓
XEMUL