

1

y

```
VMUY: ADDQ.B #5, (M)    net 5]
      RTS
```

b

```
VMUB: ADDQ.B #2, (A1)   net 2]
      RTS
```

c

```
VMUC: ADDQ.B #3, (A1)   net 3]
      RTS
```

j] net curseur en mémoire

```
VMUSJ: MOVEM TCURSY, D0/D1/D2
      LEA GER44, A0
      MOVE D0, (A0)
      MOVE D2, GER45 - GER44(a0)
      RTS
```

k] reset curseur

```
VMUSK: LEA TCURSY, A0
      MOVE.W #4, (A0) ; ≠ MOVEQ
      GER44 = * - 2
      ADDQ #4, A0
      MOVE.W #0, (A0) ; ≠ MOVEQ
      GER45 = * - 2
      RTS
```