

d7 → d4

ds prot1

```

setbreak1: moveq #150, d4
           add.l  $4R.W, d4
           moveq #-1, d6
           bsr   getshift
           move  d0, d5

```

```

           move d0, -(sp)  ⊗

```

```

S6683: moveq #1F, d5  ⊗
      bsr   getshift

```

```

S6684: addq #1, d4
      bra  S6682  ⊗
      move d4, a0
      cmp.b (a0), d6
      beq  S6696
      bra  S6684

```

```

           bne.s S6684

```

```

S6690: bsr   getshift
      move d4, a0
      cmp.b (a0), d6

```

```

S6696: dbne d6, S6690
      bne  S6684  ⊗

```

```

S6686: bne  S6683
S6695: dbra d6, S6690

```

```

S66A2: move d5, d6

```

```

getshift: move d6, -(sp)
S66A2: move #11, -(sp)  ⊗
      trap #13
      addq #9, A4
      rts

```

```

           move.l #setbreak2 - 1(buf, d0) MOVE.W d4, setbreak2
           move  d4, (a5, d0.L)
           bra  S66A2

```

```

(Inter_ZooH2)
1stbreak: move.b $E1B.W, d0
getshift_ad = *-2
           and.b #1E, d0
           cmv.b #1E, d0
           beq  -escape
           rts

```

```

SETBREAK: MOVE #1E1B, d4
           setbreak2 = *-2
           LEA  GETSHIFT_ad, A0
           MOVE d4, (a0)
           MOVE d4, getshift1 - getshift_ad(a0)
           RTS

```

} installer le shift break