

définies D0-D2  
A0-A2

```

VIDEOI: MOVEQ #10, D0
        BRA XEMUL
VIDEON: MOVEQ #11, D0
        BRA XEMUL

```

⊗

```

VIDEOSET: BIST #0, D3
          BNE VIDEON

```

nut video normale si D3 = { impair  
inverse pair

```

VIDEOI: MOVEQ #10, D0
        BRA GEU43

```

```

VIDEON: MOVEQ #11, D0

```

```

GEU43: MOVE D0, INVERSE

```

variable d'etat \$76

```

        BRA XEMUL

```

```

INVERSE: .w 0

```