

1 dit { touche clavier sans attente }  
 { souris }

} Do.L=0 pas de touche / souris M6

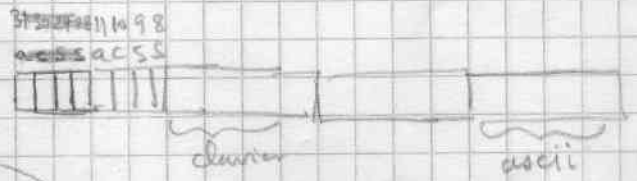
```
GEU45: MOVEQ #0, D0
      BRA  GEU46
```

```
x RDKM: MOVEM.L D1-D5/A0-A3, -(SP) ← BSR XCURON
```

```
GEU45: BSR  RDMS
      TST.L D0
      BEQ  GEU47
```

```
x GEU46: MOVEM.L (SP)+, D1-D5/A0-A3 <
      RTS
```

```
GEU47: BSR  RD
      BEQ  GEU45
      MOVE.L D0, D1
      CLR  D1
      ASR.L #8, D1
      OR   D1, D0
      SWAP D1
      CLR  #1, D1
      BNE
      GEU45 MOVEQ #0, D0
```



BSR XEM62 Émulateur de touche pour Nostalgin

```
BEQ  GEU45
BSR  XKEYAL
BNE  GEU63
```

alt + #c  
alt + chiffre ?

```
MOVE GETSHIFT.A0, A3
CLR  D3
```

```
MOVEQ #10, D4
TST.B D2
BPL
MOVE D2, D3
MOVEQ #10, D4
BPL GEU48
MOVEQ #10, D4
```

```
MOVEQ #10, D4
TST.B D2
BMI GEU48
MOVEQ #10, D4
CMP  D4, D2
BCC GEU63
MOVE D2, D3
```

```
GEU61+7
CMP.B #13, D2
BEQ  GEU48
```

⊗

GEU48: BTST #3, (A3)

BEQ GEU50 → fin

BSR RD

← MOVE.B #6, T193+8  
BSR escape

BEQ GEU48

BSR XKEYAL

BNE GEU50 → fin

TST.B D2

BMI GEU50 → fin

MULU D4, D3

ADD D2, D3

← GEU49: CMP.B D4, D2  
BCC GEU50

AND

MOVE D3, D2

MULU D4, D2

CMP # \$100, D2

BCS GEU48

GEU50: BSR GET479 remet fréquence normale

GEU50: MOVEQ #0, D0

MOVE.B (D3), D0

...

~~BRA GEU46~~

BNE GEU46

CMP # \$10, D4

BNE GEU46

MOVE # \$A3, D2 → (AH) code \$A3

BRA GEU65