teste si D0.L = alt + {chiffre / esc / H ; prépare D1 = [q | | |] (das) et D0

NE : non
EQ : oui

valeur = D2 (0-9 chiffre, $FF esc, $23 H)

D0.W = [|] clavier, ascII

```
XKEYAL: MOVE.L  D0,D1
        CLR     D1
        ASR.L   #8,D1
        OR      D1,D0
        SWAP    D1
        BCLR    #1,D1
        BEQ     GEU53
        BSET    #0,D1
GEU53:  BCLR    #3,D1
        BEQ     GEU54
        BSET    #1,D1
GEU54:  AND     #7,D1
        CMP     #2,D1
x       BNE     GEU60
XKEYLC: MOVE    D0,D2
        LSR     #8,D2
x       SUBQ    #1,D2
        CMP.B   #10,D2
x       BCS     GEU58
x       BEQ     GEU59
        SUB     #$47,D2
        CMP.B   #10,D2
        BCC     GEU60
        MOVE    D0,D2
        SUB     #$30,D2
GEU58:  AND     #$FF,D2
        OR      #4,SR          eq vrai
        RTS
GEU59:  MOVEQ   #0,D2
        RTS
GEU60:  MOVEQ   #-1,D2
        RTS
```

```
x       lea     geu61F,a0
        moveq   #5,d5
geu56:  cmp.b   (a0)+,d2
        bne     geu57
        moveq   #15,d2
        sub     d5,d2
        bra     geu58
geu57:  dbra    d5,geu56
```

alt ?
non

CMP.B 1(A0),D2 ← ⊗ ($23 H)

CMP #$23,D2 (H)
BEQ GEU58

(chiffre)

~~GEU610: D.B 1, $78, $79, $7A, $7B, $7C, $7D, $7E, $7F, 0~~

⊗ GEU61F: D.B $10, $30, $2E, $20, $12, $21, $22, $23, $17, $24, $25, $26, $27
(A B C D E F G H I J K L M)

$31, $18, $19, $1E, $13, $1F, $14, $16, $2F, $2C, $2D, $15, $11
(N O P Q R S T U V W X Y Z)

] le code (chiffre) et le code $23 (H) sont aussi utilisés — clavier français

⊗ GEU61: BLK.B 26] clavier en cours

touche de touche F_k ?

oui :

$D0.L = \$200 + \underbrace{10(4c+2a+5)+k-1}_{\in [0,80[}$

```
GEU63:MOVE  D0,D2  <- MOVEQ #10,D3
      LSR   #8,D2  <- MOVE  D2,D4
      SUB.B #$3B,D2
      CMP.B D3,D2
      BCS   GEU64          -> oui
      SUB.B #$19,D2
      CMP.B D3,D2
      BCC   GEU66          -> non
GEU64:MULU  D3,D1
      ADD   D1,D2
      ADD   #$200,D2
GEU65:MOVEQ #0,D0
      MOVE  D2,D0
      BRA   GEU46
```

D0: 15 8 7 0 — ascii, clavier
D1: 0 | 2 1 0 cas

```
GEU66:CMP   #4,D1
X      BNE   GEU69
                                 control + lettre ?
       BSR   XKEYLC
X      BNE   GEU680              → non
                                 CONTROLE + {lettres}
       MOVE  D2,D3
       ADD   #$501,D3      ⊗
       MULU  #$100,D3            d3 ≡ |0|5|α|0|
                                          ↳ ∈ [1,26]
(recopie GEU48)
  ↳ GEU67:BTST #2,(A3)
       BEQ   GEU68               → contrôl relaché
       MOVE.B #6,T1193+3
       BSR   ESCAPE
       BSR   RD
       BEQ   GEU67
       BSR   XKEYAL
       BSR   XKEYLC
       BNE   GEU68               → fin (autre que lettre)
       ADD.B D2,D3    ← ADDQ.B #1,D3
       BRA   GEU67
       >BSR  GET479   frappe normale
GEU68:MOVE.L D3,D0    ← ROL #8,D0    ⊗
       BRA   GEU46

GEU680:MOVE #$280,D2
       CMP  #$4E,D4              (^+) → $280
       BEQ  GEU65
       ADDQ #1,D2
       CMP  #$4A,D4              (^-) → $281
       BEQ  GEU65

d0 |c|ascii|      d1 |    |||| cas
d4 |0|c|

TOUCHES MOUVEMENTS + a,c et s

GEU69:CMP   #$72,D4             enter → return
       BNE   GEU70
       MOVEQ #$1C,D4
GEU70:MOVE  D1,D2
       BCLR  #0,D2              si shifté : d4 = $80 and Clavier
       BEQ   GEU71
       BSET  #7,D4
GEU71:LEA   GEU73,A0
       ASL   #4,D2      ⊗
       ADD   #$100,D2            d2 = $100 + $20 a + $40 c
GEU72:ADDQ  #1,D2
       MOVE.B (a0)+,D3
       BEQ   GEU74               → non
       CMP.B D3,D4
       BEQ   GEU65
       BRA   GEU72
```

```
GEU74 : BSR   XKEYLC
        BNE   GEU740

GEU74 : CMP   #6,D1
        BNE   GEU740

        BSR   XYEYLC
        BNE   GEU740

        LEA   GEU81,A0
        MOVE.B (A0,D2),D2
        ADD   #$180,D2
        BRA   GEU65

GEU740: SUBQ  #1,D4      code dernier
        BNE   GEU742
        MOVE  #$120,D2
        ADD   D1,D2
        BRA   GEU65
```

alt + control + lettre ?

$180 + (0 à 25)

→ non

escape ?

↓ oui

$120 + (0 à 6)

```
GEU742:MOVEQ #0,D2
       :MOVE.B D0,D2
       BNE   GEU65
```

→ touche avec code ascii

met ascii = $80 + code clavier français

```
       MOVE  D0,D2
       LSR   #8,D2
       CMP   #$17,D2
       BNE   GEU75
       MOVEQ #$1A,D2
GEU75: BSET  #7,D2
       BRA   GEU65
```

°I → $9A

```
       BSR   XKEYLC
       BNE   GEM16
       LEA   GEU61F,A0
       MOVE.B (A0,D2),D2
```

d2∈[0,25] lettre A-Z du clavier com

la lettre correspond à ce code

```
GEM16: MOVE  D4,D2
       OR    #$E0,D2
       BRA   GEU65
```