

WUTIL: LEA GEV84, A2

LEA GEV95, A3

GEW14: MOVE.L A3, -(SP)

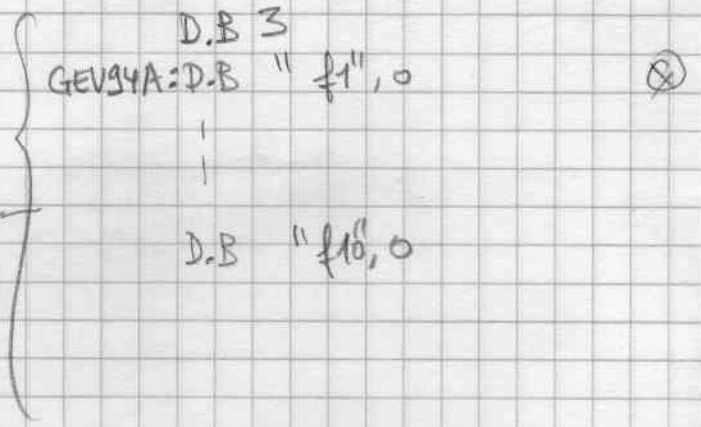
BSR DAMGN

MOVE.L (SP)+, A3

BSR XKEY2

} GEW16: BSR GEW14
BRA HOTB

GEV94 : D.B "N°poke", 0 .A ad
 D.B "Q° uery", 0 "
 D.B "X° copy", 0
 D.B "F° fill", 0
 D.B "E° comp", 0
 D.B "memory", 0
 D.B "! quit", 0
 D.B "new", 0
 D.B "old", 0
 D.B "4", 4
 D.B 3
 D.B "UTILITAIRES", 0



GEV95: D.W \$701
 D.W W3E8B1 - * °N
 D.W W3E3CF - * °Q
 D.W °X
 D.W W3E869 - * °F
 D.W °E
 D.W ±
 D.W !
 D.W new
 D.W 0