

AESVDIPB: MOVEM.L ~~do/a0/a1~~, -(SP)

LEA UAES0, A0

ok

MOVE.L (A0)+, UAES

LEA CONTRL, A1

MOVE.L A1, (A0)+

ADD #INTIN-CONTRL, A1

MOVE.L A1, (A0)+

ainin +4

~~MOVE do, do~~ #PTSIN=INTIN

~~ADD do, A1~~ ADD #PTSIN-INTIN, A1

⊗

MOVE.L A1, (A0)+

ptsin +8

~~ADD do, A1~~ ADD #INTOUT-PTSIN, A1

⊗

MOVE.L A1, (A0)+

intout +12

~~ADD do, A1~~ ADD #PTSOUT-INTOUT, A1

⊗

MOVE.L A1, (A0)+

ptsout +16

~~ADD do, A1~~ ADD #CONTROL-PTSOUT, A1

⊗

MOVE.L A1, (A0)+

control

ADD #GLOBAL-CONTROL, A1

MOVE.L A1, (A0)+

global +4

ADD #AINTIN-GLOBAL, A1

MOVE.L A1, (A0)+

ainin +8

ADD #AINTOUT-AINTIN, A1

MOVE.L A1, (A0)+

aintout +12

ADD #ADDRIN-AINTOUT, A1

MOVE.L A1, (A0)+

addrin +16

ADDQ #8, A1 #addrout-addrin, A1

⊗

MOVE.L A1, (A0)+

addrout +20

MOVEM.L (SP)+, ~~do/a0/a1~~

⊗

RTS