```
RESOLM: MOVEQ #102,D3
        BSR   VDIC                              intout
        LEA   RESOLPX,A1
        MOVE.L VDIPB+12,A0 ;intout (pc) (nb de plans)   MOVE 8(A0),D3
        MOVE d3,RESOLPC-RESOLPX+1(A1)           resolpc
        LEA   WORKOUT,A0
        MOVE  (A0)+,d0       adda #1,d0
        ADD   #$4000,d0      mulu d0,d3
                             asr.l #3,d3
        MOVE  D0,(A1)        resolpx
        MOVE  (A0)+,d0       adda #1,d0
        ADD   #$4000,D0      mulu d0,d3        d1=nb d'octets de l'écran
        MOVE  D0,RESOLPY-RESOLPX(A1)            resolpy

        MOVE.B 23(A0),RESOLI-RESOLPX+1(A1)      screen_c
        RTS

        MOVE  22(A0),D0
        ADD   #$4000,D0
        MOVE  D0,RESOLI-RESOLPX(A1)
        RTS
                LEA   FSAUVG+596.W,A1
                ADD.L D3,A1
                LEA   YECRL,A0
                MOVE.L A1,(A0)+
                ASR.L #4,d3
                SUBQ  #1,D3
                MOVE  D3,(A0) ; YECRLD
```

(1) D.B 18,"resolution",$7F,"x",0,$70,0

RESOLX: D.W $4050

D.B 18,"resolution",$7F,"y",0,$70,0

RESOLY: D.W $431B

D.B 18,"resolution",$7F,"c",0,$70,0

RESOLC: D.W $4002

D.B 18,"resolution",$7F,"px",0,$70

RESOLPX: D.W $4280

D.B 18,"resolution",$7F,"py",0,$70

RESOLPY: D.W $4290

"pc") nb de plans de couleur ?

RESOLPC

"screen",$7F,"cx" hauteur caractère

RESOLCX: D.W $4008

cy

RESOLCY: D.W $4008