

WASC1: BSR HIDEEM

☐ "code, atari et alt+lettre", 0, "xPAQRR...
alt+lettre

WASC1: LEA GEX22, A0

BSR X15N

MOVEQ #3, D0

} 3 blancs

BSR XCK

MOVEQ #15, D2

GEX23: BSR XC

MOVEQ #15, D0

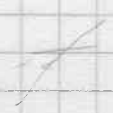
SUB D2, D0

BSR S3F3CE

écrit D0.B kapa

DBRA D2, GEX23

MOVEQ #15, D2



GEX24: BSR X9

BSR XC

MOVEQ #15, D0

écrit D0.B

SUB D2, D0

BSR S3F3CE

BSR XC

BSR VIDEOI

MOVEQ #15, D3

GEX25: BSR XC

MOVEQ #15, D0

SUB D3, D0

ASL #4, D0

SUBQ #1, D0

SUB D2, D0

BSR X1RA

DBRA D3, GEX25

BSR VIDEOI

DBRA D2, GEX24

RTS

BSR X9

⊗

MOVEQ #2, D0

BSR XE

BSR XCK

MOVE.B (A0)+, D0

BSR X12B

MOVE.B (A0)+, D0

BSR X12

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TST RESOL      CMP #40, TCURSY
REQ  GEX250    BCC  GEX250

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SUBQ #2, A0
BSR  GEX251
BSR  GEX251

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GEX250: DBRA D2, GEX24
BSR  X9
RTS

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GEX251: BSR  XC
        MOVE.B (A0)+, D0
        CMP.B #32, D0
        BNE  GEX251 S3F3C4
        BSR  XC BSR XC

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GEX38: BRA  XC

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