

```

WHELP: BSR KN40
      BNE GEZ76
      BSR HLINIT
      BSR HLSOM
      BRA GEZ67

```

```

(SP) KN40: LEA GEZ65, A2 } dernier
      BSR DAMGN
      MOVE.L SOURCEH, A0
      CMP.B #1A, (A0)
      BNE GEW90
      BSR WOVERH
GEW90: TST.L THLA
      RTS

```

```
GEZ67: MOVEQ #11, D0
      BSR X12B
```

} sj (bas de page)

```
LEA THLCLE, A0
```

mot def " " ↑  
↑  
THLCLE

```
LEA GEZ68, A3
LEA GER60, A4
```

← Touches de fonction  
← [Mouvements sauto de ligne] et souris

```
BSR XLINP
BSR SAREC
BSR VMUSL
```

redéfinit le buffer  
2 vide la ligne

GEZ72: BSR HBCLEF (218a)

```
GEZ70: LEA TYP CAR, A2
      LEA THLCLE, A0
```

```
HBCLEF: MOVE.L A6, -(SP)
GEZ71: MOV.B #32, (A6)+
      BEQ GEZ72 HBCLEF GEZ71
      SUBQ #1, A6
```

met le mot def

```
MOVEQ #0, D0
MOVEQ #24, D1
GEZ73: MOVE.B (A6)+, D0
      MOVE.B (A2, D0), D2
      BIST #1, D2
      BEQ GEZ75
      BIST #6, D2
      BEQ GEZ74
      BCLR #5, D0
```

GEZ74: MOVE.B D0, (A0)+

GEZ75: BERA D1, GEZ73

```
GEZ75: CLR.B (A0) ← MOVE.L (SP)+, A6
      RTS
```

GEZ76: MOVE.L TPILE, SP

BSR HLNIVM

BRA GEZ67

	denier	fonction
1	GEZGS	GEZGS
2	Niveau A	HLNIVM
3	Niveau C	HLNIVZ
4	Niveau E	HLNIVG
5	Pg up	HLPGU
6	Pg down	HLPGD
7	Find T	.
8	Find 1st	.
9	Pg idem	HLNIVM
10	éditeur	HOTB
11	Niveau B	HLNIVJ
12	Niveau D	HLNIVB
13	Niveau F	HLNIVS
14	4	
15	5	
16	6	
17	again T	.
18	again	.
19	swap ⊗	HLSWAP
20	VP → S	HLPRG



gards	81	HLEGC	
drat	82	HLBDR	⊗
X	83		
help	84	HLHL	

whl  
GEE68

GER60:D.W \$101

D.W HLPGU ↑ page up

D.W HLPGD ↓

D.W \$105 Home

D.W HLSOMA home ; Sommaire

D.W HLDECN ↗ diminue le niveau

D.W \$B

D.W HLINCN ↘ augmente le niveau

D.W \$D

D.W HLCLCR →rb ← D.W \$F ; stab  
D.W HLSTAB\* ; stab

D.W \$18

D.W HLHL help ← D.W \$1A ; siw  
D.W \$120 D.W HLSINS\* ; siw

D.W HOTO esc

D.W HLPRG esc

D.W \$141

D.W HLPGU ↑

D.W HLPGD ↓

D.W \$51

D.W HLSWAP as help

D.W \$81

D.W HLBGC\* b gauche

D.W HLBDR\* b droit

D.W 0