

lit l'heure et la met dans le buffer TCTIM

↓ 600 en 24s

EQ heure modifiée

NE " non modifiée (avance de 1 en 1 si appel toutes les 1 env)

débit d0-d2 A0-A2

```
XTIME: MOVEM.L D0-D2/A0-A2, (SP)
```

```
XTIME: MOVER #32, D0
MOVE.B D0, NIVEAU7
MOVE D0, -(SP)
```

```
XTIME: MOVE #32, (SP)
```

```
TRAP #1
```

```
ADDQ #2, SP
```

```
LEA TCTIMR, A0
```

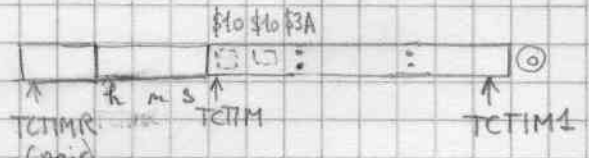
```
LEA TCTIM-TCTIMR(a0), A1
```

```
GER72: MOVE D0, D1
```

```
ROL #5, D1
```

```
AND #1F, D1
```

```
BSR GER75
```



```
LEA TMA1, A1
CMP (A0), D0
BEQ GER72
MOVE D0, (A0)+
MOVE.L D1, (A1)
```

```
GER73: MOVE D0, D1
```

```
ROR #5, D1
```

```
BSR GER74
```

```
MOVE D0, D1
```

```
ADD D1, D1
```

```
BSR GER74 ← BSR NIV3
```

```
GER71: RTS
```

```
GER72: BSR NIV3
```

```
BSET #0, TCTIM1-TCTIMR(a0)
```

```
BSET #0, 4(a0)
```

```
GER76: RTS
```

attend 1s

```
SUB.L (A1), D1
MOVEQ #30, D2
CMP #160, D1
CMP.L D2, D1
GER74 →rts (NE mai BCS
```

```

GER73: ADDQ #1, A0
      ADDQ #3, A1
      RTS

```

← [écrit d1 en A1 sauf si (A0) = d1 dénit d2

```

GER74: AND #3F, D1
GER75: CMP.B (A0), D1
      BEQ GER73

```

→ pas modifié

```

      MOVE.B D1, (A0)+
GER76: ROR #1, D1
      MOVEQ #18, D2

```

← [écrit d1 en A1, ne s'occupe pas de A0

```

GER77: ADDQ #1, D2
      SUBQ.B #5, D1
      BPL GER77
      MOVE.B D2, (A1)+
      ADD.B #18, D1
      ROL #1, D1
      MOVE.B D1, (A1)+
      ADDQ #1, A1
      RTS

```

$5 + \frac{16}{2}$ $5 + \frac{18}{2}$ ⊗

