

```

PLMOD1: MOVEM.L D0-D1/A0, -(SP)
        LEA GET96, A0
MOVE.L TDMOD, D0
        MOVE #10, D1
        BSR PINTW
        MOVE #8, D0
        LEA GET96, A0
        BSR XPTET1
        MOVEM.L (SP)+, D0-D1/A0
        RTS

```

```

GET96: DC.B "AAAAAAAAAM"
GET97: DC.B "AAAAAAAAAT", 0
        EVEN

```

```

        MOVE.B #$20, (A0)
        LEA GET97, A0
        MOVE.L TDLGN, D0
        MOVE #6, D1 ← SUBQ.#1, D0
        BSR PINT
        MOVE.B #$20, (A0)

```

```

        LEA TDMOD, A0
        MOVE.L (A0)+, D0
        CMP.L (A0)+, D0
        SNE (A0)
        MOVE.L D0, -(A0)
        BEQ GET96
        ST (A0) ← CLR.TBPI
GET96: MOVE.L D0, -(A0)

```

← si TDMOD a été modifié depuis le dernier appel met TNEWLB ≠ 0

