

entrées A0, A1, D1, D2
Insertion de la zone



Modifie les pointeurs après A0 : +D1 octets
+D2 nb de lignes

XINS : ADD.L D2, TDMOD

détruit D0-D1
A0-A4

XINS : LDR TDHOUT, A2

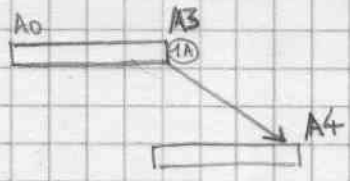
~~XINS :~~ MOVE.L TDHOUT, A3
 MOVE.L A3, A4
 ADD.L D1, A4 ← CLR D0 (pour éviter 0)
 CMP.L TDMAX, A4
 BGE RER → err mémoire

MOVE.B #BIA, (A4)
 G69 : CMP.L A0, A3 → BSR G69~~84~~ 90 ⊗
 BLE G70
 MOVE.B -(A3), -(A4)
 BRA G69

modifie les pointeurs ≥ A0

G70 : BSR XMODP
 G71 : SUBQ.L #1, D1
 BMI G72
 MOVE.B (A1)+, (A0)+
 BRA G71

G72 : RTS



remplace 4 lignes de page 29

définit Do / A3 / A4

(SP)

```

GEQ84: MOVE.L  A3, Do
      SUB.L   Ao, Do
      ASR.L  #1, Do
      BCC   GEQ85
      MOVE.B -(A3), -(A4)

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GEQ85: ASR.L  #1, Do
      BCC   GEQ88
      MOVE.B -(A3), -(A4)
      MOVE.B -(A3), -(A4)
      BRA  GEQ88

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GEQ86: SWAP Do

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GEQ87: MOVE.B -(A3), -(A4)
      _____
      _____
      _____
      _____

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(x4)

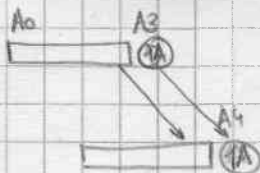
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GEQ88: DBRA Do, GEQ87
      SWAP Do
      SUBQ #1, Do
      BPL  GEQ86
      RTS

```

On suppose que A_0 est ^{déjà} rempli par $\$1A$

GEQ90:



détruit A3/A4/D0

```
GEQ90: MOVE A3, D0
      BCLR #0, D0
      BEQ GEQ91
      MOVE.B (A3)+, (A4)+
```

rend a_3 pair
(par $\begin{cases} a_3 \neq 1 \\ a_4 \neq 1 \end{cases}$ si négatif)

```
GEQ91: MOVE A4, D0
      BCLR #0, D0
      BNE GEQ84
      EXG A1, A3
      EXG A1, A4
      EXG D0, D3
      MOVE.L A4, A1
      MOVE.L A3, A4
      MOVE.L A4, D3
      SUB.L A0, D3
      BCLR #0, D3
      BEQ GEQ92
      BSR LC76
      MOVE.B -(A4), -(A1)
      BRA GEQ93
```

→ pair - impair

a_1	a_3	a_4
↓	↓	↓
a_3	a_4	a_1

GEQ92: BSR LC76

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GEQ93: EXG D0, D3
      EXG A1, A4
      EXG A1, A3
      RTS
```