

2nd Entree DO sort } A0 adresse de la ligne DO  
  } Do<sup>+</sup> vrai numero

[comme PNLGO mais plus rapide]

Conserve tout sauf DO/AO

DO D1 D2  
          A2

PNLGO: MOVEM.L D1/D2/A2

```
LEA TDMAX, A2
MOVE.L (A2)+, D1    tldmax
MOVE.L (A2)+, A0    tdbas
MOVE.L DO, D2
MOVEQ #1, DO
SUB.L A0, D1
SUBQ.L #2, D1
```

```
MOVEM.L D3-D5/A3, -(SP)
MOVEQ #NBTPG, D4
```

examine les pointeurs  
d3 d4 d5

```
GF28: MOVE.L (A2)+, A3
MOVE.L (A2)+, D3
```

← } CMP #NBTPG-4, D4  
  { BEQ GF30  
    → neutraliser

saute TPI/TPL

```
MOVE.L A3, D5
BEQ GF30
CMP.L D3, D2
BCS GF30
CMP.L D3, DO
BCC GF30
MOVE.L D3, DO
MOVE.L A3, A0
```

```
GF30: DBRA D4, GF28
MOVEM.L (SP)+, D3-D5/A3
SUBQ.L #1, DO
SUB.L DO, D2
BRA GF35
```

→ dans PNLGO @6a