

wpoly: decode poly, pointer dans la pile

xhdev: convertir Do en forme développée (si Do est poly) (si a: met le numérateur)

```
WPOLY: BSR WEXPRES
```

```
WPOLY1: BSR XIPOLY
```

```
BNE ERRPY
```

```
MOVE TVARN, DO
```

```
BSR XHDEV
BSR LB95
ADDQ #2, A0
RTS
```

wpoly Ao pointe le poly

recopie XFFCT3

```
XHDEV: MOVE.L TMVAR, A1
```

```
SUB DO, A1
```

//
//
//

```
MOVE.L (A1), A0
```

```
CMP #0(A0), DO
```

```
BNE ERRFAT
```

```
TST (A0) ← ADDQ #4, A0
```

```
BEQ PB56  
BNE
```

```
MOVE DO, -(SP)
```

```
ADDQ #8, A6  
CLR (A6)+
```

```
BSR XDEVFP
```

```
BRA PB30 ← MOVE.L (SP)+, A5
```

→ déjà fait

```
PB55: MOVE.L A5, -(SP)
```

⊗ ← pour XHPRIOR

zone développée en A6 = A2

```
PB56: RTS
```