

3

Décode chaîne = {chaines}, {chaines}

mis sur la pile

```

WCHAIN: BSR DECTMN
        BEQ LB940

```

```

WCHAINV: BSR DECCRV (3)

```

```

WCHAIN: BSR WCHAS

```

```

LB94: BSR DECCRV

```

```

     BNE LB95

```

```

     BSR WCHAS

```

```

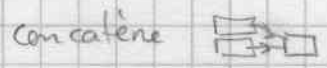
     BSR XICHA

```

```

     BRA LB94

```



```

LB940: BSR CPUSHNO

```

recopie XIFCOA

```

LB95: MOVE TVARN, D4

```

```

     MOVE.L TMVAR, A0
     SUB D4, A0

```

""

```

     MOVE.L (A0), A0

```

```

     CMP (A0)+, D4

```

```

     BNE ERRFAT

```

```

     MOVE.L (A0)+, D3

```

```

     MOVE.L D3, -(SP)

```

```

     ADD.L A0, D3

```

```

     ADDQ.L #1, D3

```

```

     BCLR #0, D3

```

```

     CMP.L A6, D3

```

```

     BEQ LB95B

```

```

ADDQ #4, SP ← MOVE.L D0-D2, -(SP)

```

```

     BSR PUSHID

```

```

     BSR POPPR

```

recopie Po

```

LB95A: MOVE TVARN, D4

```

```

LB95C: MOVE.L TMVAR, A0

```

```

     SUB D4, A0

```

""

```

     MOVE.L (A0), A0

```

```

     CMP (A0)+, D4

```

```

     BNE ERRFAT

```

```

     MOVE.L (A0)+, D3

```

```

     RTS

```

```

LB95B: MOVE.L (SP)+, D3

```

```

     RTS

```

SP

```

BSR LB95A

```

A0^s début Met po en queue

D4 # var

D3^s long
consigne D0/D1/D2

il faut que po termine la mémoire libre

even

→ ok

SP

po peut ne pas être en queue