

③ decode v k { D1 = v
D2 = k }

WVARK: BSR WMONO

XIVARK: CMP #1, D0

BNE ERRMO

~~MOVE.L A0, A0~~
RTS

⊗

MOVEML D1/D2/D3-(SP)
~~BSR~~ POPN
~~BSR~~ LB95
MOVEML (SP)+, D1/D2/D3
~~RTS~~

⊗
BSR POPN

decode v

D1 = v

WVAR: BSR WVARK

XIVARS: CMP #1, D2

BNE ERRMO

RTS

⊗