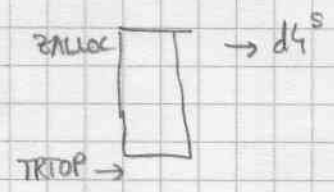


4 Libère l'ancienne zone allouée

ok : eq



```
XLIBERE: MOVE.L #F4134, D4 ;
```

E4E7C

ZALLOC = * - 4

```
: MOVE.L D4, -(SP)
  MOVE #F49, -(SP)
  TRAP #1
  ADDQ #6, SP
  TST.L D0
```

GAJ19: RTS

