

5

pokecb [a2] [a1] ad, virchaine

poke la chain en ad
si [a1] ne met pas @ de fin
déplacer a par @ (pas de remplissage)

M8
MF19

YPKCB: BSR MF14

~~CLR.B D1~~ bit

décaler la option

BSR WADR

D3 = a

MF22: MOVEM.L D1-D3, -(SP)

~~BSR DECCRV~~ (5) ou erreur

~~BNE ERRIS~~

BSR WCHAIN

⊗ ~~MOVE.L A0, A6~~ ← { BSR DECTMN
BNE ERRIS

MOVEM.L (SP)+, D1/D2/A1

BRA MF28

← MF24: MOVE.B (A0)+, D0 ⊗

MF24: CLR.B (A1)

ADD D1, A1

CMP.B D0, D2 ⊗

BNE MF26

CLR D0

MF26: MOVE.B D0, (A1)+

MF28: MOVE.B (A0)+, D0

{ MF28: SUBQ.L #1, D3
BPL MF24 ⊗

BNE MF24

TST D2

x BMI MF26 MF280 ⊗ → fin de terminaison

CLR.B (A1)

ADD D1, A1

CLR.B (A1)+

RTS ⊗

MF280: ~~BSR~~ POPN MOVE.L A1, -(SP)

BSR POPN

MOVE.L (SP)+, A1

RTS

MF220: