⑤ justm (chaine, [a,[f]])

```
YJSM:BSR   MG16        GES25 ⊗
       BLE   MG17      MOVE D2,-(SP) ⊗
       MOVE.L D3,-(SP)
       ASR.L #1,D3
       SUB.L D3,(SP)
       BSR   MG15
MG18:MOVE.L (SP)+,D3
     :MOVE #$20,D2
MG19:BSR   CPUSHN
       BRA   XICHA
```

MOVE.L (SP)+,D2
MOVE (SP)+,D3
BSR GES25
MG18: TST.L D3
BLE MG17

rajoute D3 blancs devant Po

BLE MG17 ⊗

rajoute D3 blancs après Po

Po = chaine de D3 blancs

⑤P décode [,a [,f]] défaut a=0 f=$20 (espace)

```
⑤P GES24:MOVEQ #0,D3   } [,a]
       BSR   WVGAD
       ENE

       MOVE.L D3,D2
GES:   MOVEQ #32,D3    } [,f]
GES25: BSR   WVGAD
       EXG   D2,D3
       RTS
```

⊗