

5

~~showcm~~
~~showm~~
~~hidem~~
~~showc~~
~~hidec~~
~~showcm~~
~~hidecm~~

variables d'état

x.and.\$80
 x.and.\$8000

0 — 0 \$76 even MOUSED {Yx-Y}

1 mouse cache
 0 " visible
 1 source mouse cache
 0 source cache visible

~~YSHOWM: JMP SHOWM~~

~~YHIDEM: JMP HIDEM~~

~~YSHOWC: JMP XCURON~~

~~YHIDEC: JMP XCUROFF~~

~~YSHOWM: MOVEQ #0, d0
 BRA GEB10~~

~~YSHOWM: MOVE # \$FF, d0
 BRA GEB10~~

(mouse0 and d0) or d1

YSHOWC: MOVE # \$FF00, d0

GEB10: MOVEQ #0, D1
 BRA GEB13

⁻¹
 YHIDECM: MOVEQ # \$8080, d1
 BRA GEB12

YHIDEC: MOVE # \$80, d1
 BRA GEB12

YHIDEM: MOVE # \$8000, d1

GEB12: MOVEQ #-1, d0

GEB13: MOVE MOUSE0, d3

AND D0, D3

OR D1, D3

met l'état d3 (par défaut)

BSR DECTMN

BEQ GEB14

BSR WADR

GEB14: AND # \$8080, D3

JMP XEREM2