

5 time\_h k

variable d'état : heure



```
ERRRGR: BRR ERRRG
YTIMEH: CMP #24, D3
        BCC ERRRGR
        AND #7FFF, D5
        ROR #5, D3
```

```
GERG1: OR D3, D5
```

```
GERG2: MOVE D6, -(SP) ⊗ fixe la date et l'heure
```

```
MOVE #2B, -(SP)
```

```
BSR TRAP1
```

```
MOVE.L D5, (SP) ← { TST D0 ⊗
                   { BMI ERRRG
```

```
MOVE #2D, (SP)
```

```
BSR TRAP1
```

```
ADDQ #4, SP
```

```
RTS
```