

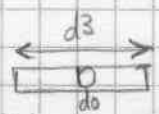
seek d5, d3, d2
 gemdos (d3.L, d5/A1, d2)
 #12 long, 0 kanal, type
 XSEEK: MOVEQ #0, d2
 XSEEKU: BSR GA74

place le pointer en d3.L

(si d2=0)
 (si d2=2)
 (si d2=1)

fin + d3.L
 loc + d3.L

x
 BGE GA72
 cas mem
 MOVE (A1)+, d4
 MOVE.L D3, D1



~~TST.L D2
 BLT GA78
 CMP.L D2, D3
 BCS ERRRG
 GA77: MOVE.L D2, (A1)
 RTS
 GA78: ADD.L D3, D2
 BPL GA77
 BRA ERRRG
 GA79: MOVEQ #0, D2
 TST.L D3
 BPL GA72
 MOVEQ #2, D2
 BRA GA72~~

MOVE.L (A1), do
 SUBQ #1, D2
 BEQ GA77
 BMI GA78
 ADD.L D3, D1
 BRA GA78

~~ADD.L D1, D3
 MOVE.L D3, (A1)
 RTS~~
 ← BM ERRRG
 ← GA77: ADD.L D0, D1
 GA78: CMP.L D1, D3
 BCS ERRRG
 MOVE.L D1, (A1)
 RTS

GA72: ...
 BPT ERRRG