

XESAV

```

XESAV: lea YECR, A3
      MOVE MOUSE0, (A3)+

```

```

XESAV3: ADDQ #4, A3
      MOVE.L A3, -(SP)

```

$A0^S = \begin{cases} \text{YECR} & \text{zone de sauvegarde} \\ A3^e & \end{cases}$
 $A1^S = \text{p-d}$

```

      MOVEQ #7, D0
      LEA $FF8240, A0

```

```

      MOVE RESOL, (A3)+
      MOVE INVERSE, (A3)+

```

```

HH210: MOVE.L (A0)+, (A3)+
      DBRA D0, HH210

```

```

      LEA TCURSBM, A0
      MOVE #2033, D0

```

FSAUVG/2-1

```

      MOVE #81, -(SP)
      TRAP #14
      MOVE D0, (A3)+
      ADDQ #2, SP
      MOVEQ #85, D0
      BSR HH218

```

lit shift mode

```

HH212: MOVE (A0)+, (A3)+
      DBRA D0, HH212

```

lit 256 couleurs

```

      MOVE.L #436, W, A0
      MOVE.L A3, A1

```

```

      BSR HH20
      JSR SHOWCM

```

```

      MOVE #2, -(SP)
      TRAP #14
      ADDQ #2, SP
      MOVE.L D0, A0

```

```

      MOVE.L (SP), A0
      BSR CHKSUM
      MOVE.L (SP)+, A0
      MOVE.L D0, -(A0)
      RTS

```

```

XESAVH: MOVE D0, -(SP)

```

```

      BSR LOCALS
      MOVE TPL, TPPL
      BSR XESAV
      MOVE (SP)+, D0
      RTS

```

- 0.L checksum
- 4.W shift mode (TT)
- 6.W mouse0
- 8.W resol
- 10.W inverse
- 12.W*16 palette ST
- W*256 palette TT
- TCURSBM...
- Ecran

7

HH20: BSR HIDECM

HH20: MOVE #1999, D0 — YECRLD ⊗

HH21: MOVE.L (A0)+, (A1)+

"

"

"

DBRA D0, HH21

RTS

YECB