

XEREM: LEA YECR, A3

XEREM3: MOVE.L (A3)+, D2

MOVE.L A3, A0

BSR CHKSUM

CMP.L D0, D2

BNE ERRMGC

MOVE.L A3, -(SP)

ADDQ #2, A3

erreur ^{check sum}
~~nombre magique~~

{ MOVE (A3)+, -(SP)
MOVE #80, -(SP)
TRAP #14
ADDQ #4, SP

remet shift mode (TT)

7

11.1

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MOVE (A3)+, D0 RESOL
BSR SETNE
MOVE (A3)+, D3
BSR VIDESET

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change resolution si nécessaire
video normale invers

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XEREM: LEA YECR+2, A3

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MOVE.L A3, -(SP)
MOVE #6, -(SP)
TRAP #14
ADDQ #6, SP
ADD #32, A3
LEA TCURSOR, A0
MOVE #2038, D0

```

set palette

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HH216: MOVE.L (A3)+, (A0)+
DBRA D0, HH216
MOVE.L $436.W, A1
MOVE.L A3, A0
BSR HH20
JMP XEREM2

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MOVE (A3)+, -(SP)
CMP #84, D0
BEQ X1
MOVE D0, -(SP)
MOVE #80, -(SP)
TRAP #14
ADDQ #4, SP
MOVEQ #84, D0
BSR HH218

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remat shift mode

remat palette 256 couleurs

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MOVE.L (SP)+, A3
MOVE (A3)+, D3

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MOVE #2, -(SP)
TRAP #14
ADDQ #2, SP
MOVE.L D0, A1

```

```

HH218: MOVE.L A3, -(SP)
MOVE #256, -(SP)
LEA 512(A3), A3
CLR -(SP)
MOVE D0, -(SP)
TRAP #14
LEA 10(SP), SP
RTS

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lit/set palette 256 du TT
do=84
do=85

YECR +	0	.B	mouse 0	Acuis / cache / visible	} 34
	1	.B	curso	curseur "	
	2	8x.L	FF8240		} 36100
\$22		.W	TCURSA		
24		.W	B		
26		.W	Y		
28		.W	C	406 octets	
2A		.W	X		
\$FAA		4000 octets	TD000		}
		56 octets	T173		
		32000	F8000		

	.L			check sum
0	.B	mouse 0		
1	.B	curso		
2	.W	inverse		
4	.W	resol		
6	8x.L	comlene		
\$26		TCURSBM		} 35206
		A		
		B		
		Y		
		C		
		X		
		TD000		} FSAUVG octets = 5214
		T173		
		combr		
		...		
		address		
		écran		32000 octets