

nb de bits de [A0] = D1.L (=D1.W)

conserve tout sauf D0

répète KL20

XBNB: MOVE (A0), D0

AND #5FFF, D0

BCLR #14, D0

BEQ KL42

MOVE #16, D1

BRA KL44

```

      CLR.L D1
      CMP #4000, D0
      BEQ KL46
  
```

KL42: MOVE D0, D1

ASL.L #3, D1

MOVE 2(A0), D0

KL44: SUBQ #1, D1

ROXL #1, D0

BCC KL44

KL46: RTS