

YMENU:BSR DECKILL

BEQ XMKILL

→ menu kill

↳ désactive branchent menu déroulant (pa d'affairt)

BSR DECKOFF
BNE GAH44

BSR WTSTCH
BEQ XMCOC

→ menu M\$()

MOVE.L GARBRE, do
BEQ ~~GAH42~~ GAH42
MOVE.L do, A0

) ⊗

MBW

ADD #~~32~~⁷⁸, A0
MOVEQ #3, d5

) ⊗ 3*24+6

⊗ ↓ menu off

GAH38: CMP #32, (A0)+

← BNE GAH42

MOVE.L (A0)+, d1

MOVEQ #1, d6

AND D6, D1

BNE GAH40

ADDQ #1, D5

ADD #18, A0

BRA GAH38

GAH40: MOVEQ #33, d3

GAH41: MOVEM D5/D6, AINTIN

MOVE.L GARBRE, ADDRIN

~~BEQ GAH42~~

~~BSR BNE AESCR~~

~~ERR~~

GAH42: RTS

menu x,y

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GAH44:BSR WINDEX
      MOVE D3, -(SP)
BSR DECCAVE
      BSR WINDEX V
      MOVE (SP), D2

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)
 D3 = y
 D2 = x

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      MOVE GARB, D2
      BCC GAH42
      MOVE.L TMENU, A0
      MOVE.B (A0, D2.W), D5
      EXT D5
      CMP #-1, D5
      BEQ GAH42
      MOVE D3, D6
      MOVEQ #1, D0
      ASR #1, D3
      AND D0, D6
      AND D0, D3
      ADD #31, D3
      BRA GAH41

```

item

⊗