

on menu...

```

YONMENU: BSR  DECMENU
          BNE  YONX
          MOVEQ #0, d3
          BSR  DECXKEY
          BEQ  GAH52

          BSR  DECXBUTTON
          BNE  GAH60
          LEA  GEVNT+2, A0
          BSR  GAH64
          BSR  GAH62
          MOVEQ #1, d3

```

on menu key...on menu button clicks, bout, étatclicks
, bout, état

```

GAH52: MOVE  d3, do
       BPL  GAH53
       MOVEQ #4, do
GAH53: LEA  GEVNT+1, A0
       BSET Do, (A0)
       ASL.L #2, d3
       MOVE.L A5, GBRAN-GEVNT+3(A0, d3)
       BRA  YPAGE

```

```

GAH60: BSR  DECMOUSE
        BNE  GAH65
        LEA  GEVNT+8, A0
        BSR  WINDEX
        AND  #1, D3
        MOVE D3, -(SP)
        MULU #10, D3
        ADD  D3, A0
        BSR  GAH63
        BSR  GAH62
        BSR  GAH62
        MOVEQ #2, D3
        ADD  (SP)+, D3
        BRA  GAH52

```

drag
, x, y
, Δx, Δy

on menu mouse ⁿ , drag, x, y, Δx, Δy ...
0 edit
1 sort

```

(SP) GAH61: BSR  GAI740
(SP) GAH62: BSR  GAH63
(SP) GAH63: BSR  DECCRVE
(SP) GAH64: BSR  WCINDEX
        MOVE  D3, (A0)+
        RTS

```

(X)

```

GAH65: MOVEQ #4, d3
      BSR  DECTXMESSAGE
      BEQ  GAH52

```

on menu message ...

```

GAH67: BSR  DECXTIMER
      BNE  GAH67
      BSR  WCADR
      BSR  DIVS
      MOVE.L D0, GAH680

```

```

(SP)
DIVS: MOVEQ #0, d0
      MOVEQ #7, d1
      GAH66: ASR.L #3, d3
            ADD.L D3, D0
            ASR.L #1, d3
            ADD.L D3, D0
            DBRA d1, GAH66
            RTS

```

$$d0.L = \frac{d3.L}{5}$$

```

      MOVEQ #5, d3
      BRA  GAH52

```

```

GAH67: MOVEQ #-1, d3
      BSR  DECTMIN
      BEQ
      BNE  GAH52

```

→ on menu ...

↓ on menu.

```

      BSR  SHOWM
      MOVE.L #GEVNT+2, ADDRIN
      LEA  GEVNT, A0
      OR  #$20, (A0)
      LEA  AINTIN, A1
      MOVEQ #7, d0

```

```

      MOVE.L $BA.W, D3
      BTST #5, GEVNT+1
      BEQ  GAH68
      ADD.L #0, D3
      GAH680 = * - 4
      GAH68: MOVE.L D3, -(SP)
            BSR  ESCAPE

```

```

GAH69: MOVE.L (A0)+, (A1)+
      DBRA d0, GAH69
      MOVEQ #25, d3
      BSR  AESC
      LEA  GEVNT+18, A1
      LEA  AINTOUT, A0
      MOVE (A0), d0
      MOVEQ #6, d1

```

```

      MOVE.L (SP)+, D3
      CMP  #$20, D0
      BNE  GAH71
      CMP.L $BA.W, D3
      BCC  GAH68

```

```

GAH71: MOVE (A0)+, (A1)+
      DBRA d1, GAH71

```

```

: MOVEQ #4, d3
BTST d3, d0
BEQ GAH73
cas menu ?

```

```

LEA GEVNTR+2, A0 BSR GAH72

```

```

CMP #10, (A0)
BNE GAH75
MOVEQ #-1, d3

```

→ message
↓ menu

```

MOVE ADD 8(A0), d4

```

objet selectionné met menu(0)

```

MOVE.L TMENU, A1

```

```

ADD GARBRN-GEVNTR-2(A0), A1

```

```

ADD D4, A1

```

```

MOVE.B (A1, d4.w), d0

```

```

EXT D0

```

```

MOVE D0, -(A0)

```

```

BRA GAH75

```

```

GAH73: MOVEQ #0, d3
BTST d3, d0
BNE GAH75
MOVEQ #2, d3
BTST d3, d0
BNE GAH75
MOVEQ #3, d3
BTST d3, d0
BNE GAH75
MOVEQ #1, d3
BTST d3, d0
BEQ GAH77

```

```

GAH72: BSR WINDEX
(SP) GAH72: LEA GEVNTR+2, A0
MOVE.L TMENU, A1
MOVE GARBRN-GEVNTR-2(A0), D4
RTS

```

```

GAH73: LEA GAH78, A2
GAH74: MOVE.B (A2), d3
BNE GAH77
BTST D3, D0
BEQ GAH74

```

0, 2, 3, 1, 5, -1

GAH75

```

GAH75: LEA  GBRAN+4, A0
        ASL  #2, D3
        MOVE.L (A0, D3.W), D3
        BEQ  GAH77
        BSR  YPEK CZ1      ⑤155  pousse chaîne
        BSR  LB320
        BRA  YXQT2        ④166  exécute
GAH77: RTS
        GAH76: ADDQ #4, SP  ④

```

~~GAH76: MOVEQ #5, D3~~