

```

15 DESK *BSR SRESLO } BSR VDIINIT
    LEA GAH84, A2 } inutile ?
    BSR DAMGN
    BSR INITA
    MOVEQ #20, d0
    MOVEQ #20, d1
    LEA
    MOVEQ #0, d0
    MOVEQ #4, d1
    MOVE.L d3, (A0)
  
```

ouvre fenetre

```

JSR GAGE2 ) déplace la souris
LEA GAH86, d0
BSR XMCONS ≡ menu desk(0)
aes 104, 0, 4
  
```

```

    MOVEQ #104, d3
    BSR AESFV ← MOVEQ #0, d0 ⊗
    SUBQ #1, d1
    SUBQ #1, d2
    ADDQ #2, d4
    ADDQ #2, d5
    MOVEQ #100, d3
    MOVEM d1/d2/d4/d5, -(SP)
    BSR AESFEN
    MOVE do, fenhan
    BLE ERRAE
    MOVEM (SP)+, d1/d2/d4/d5
    MOVEQ #101, d3
  
```

aes 100, x, y, dx, dy
no de fenetre

```

GAL12: ← BSR AESFV aes 101, fenhan, x, y, dx, dy
  
```

```

GAL11: SUB #16, SP
    MOVE.L SP, ADDRIN
    MOVEQ #23, d3
    BSR AESC
    MOVEM (SP)+, D0-D6/A0
  
```

```

GAL12: BSR SHOWM
    BSR XCUROFF
  
```

```

X
    CMP #20, d0
    BNE GAL19
    CMP fenhan, d3
    BNE GAL12
  
```

retracer

```

BSR VDIINIT
CLR INTTN
MOVEQ #23, d3
BSR VDI
  
```

valeurs initiales du vdi (utile : graphmode
clip
couleur 1 de remplissage)

} vdi 23, 0 type de remplissage

BSR HIDEW

```

MOVEQ #11,d1
GAL15: MOVEQ #104,d3

```

vidi 114, x, y, x+dx-1, y+dy-1 bar

```

BSR AESFVH
x ADD D1,D4
  ADD D2,D5
  SUBQ #1,d4
  SUBQ #1,d5

```

TST D4
BEQ GAL17 →

```

MOVEQ #114,d3
MOVEM d1/d2/d4/d5, PTSIN
BSR VDIC

```

} vidi 114, x, y, x', y'

```

MOVEQ #12,d1
BRA GAL15

```

```

GAL17: BSR VDIINIT
        BRA GAL12

```

```

GAL19: CMP #10,d0

```

```

BNE GAL12
MOVE d4, -(SP)
BSR XMKILLA

```

efface l'arbre

```

MOVE #102,d3
BSR AESFVH
MOVE #103,d3
BSR AESFVH

```

} ferme la fenetre

```

BSR XCLRT
MOVE -(SP)+, d4
SUB #22,d4
BEQ GAH90
SUBQ #1,d4
BEQ SATO
SUBQ #2,d4
BEQ WDSEKA
LEA TAUTHOR1, A0
BSR ALERT1

```

vide l'ecran

→ base 10000

→ edit source

→ quit

```

GAH90: BRA HOT

```