

```

YXVCOLORF: BSR GC30 GAL70X } decode (i) i index [i, r35] = d2
              BSR GC24 } met, d0 = rrb
              BRA LB303

```

```

(SP) → GC24: BSR GC30 decode (i) i ≥ 0
GC24: MOVE.L VDIPB+4, A0 intin

```

```

MOVE d2, (A0)+
MOVE #1, (A0)+
MOVEQ #26, D3

```

```

BSR OVDIC vq_color B168 (pour la stélin courante)

```

```

MOVE.L VDIPB+12, A0 intout
MOVEQ #0, d0 ← ADDQ #2, A0

```

```

BSR GC26
BSR GC26

```

```

(SP) GC26: MOVE (A0)+, d3

```

```

MULU #3, d3 ← ADDQ #1, d3
DIVU #200, d3

```

```

ASL #4, d0
MOVEQ #15, d1
CMP d3, d1
BCC GC28
MOVE d1, d3

```

```

GC28: ADD d3, d0
RTS

```

```

(SP) GC30: BSR DECCRPDI ( decode (i) i ≥ 0 ⊗
          BSR WINDEX
          TST D3
          BMI ERRRG
          MOVE D3, D2
          BRA DECCRPDI

```