

curseur courant → curseur édit

prépare buffer suivant a0/d1/d2

(a0 #1A ok)

indat blockmark

SILUM:MOVEM.L D0/D1/A0-A2,-(SP)

LEA SACOY-TBUF(a6),A2

BSR SCCURS ⊗

MOVE TCURSY-TBUF(a6), (A2)+

sacoy

MOVE TCURSX-TBUF(a6), (A2)+

sacox

CLR (A2)+

sacoz

MOVE.L A6,A1

MOVEQ #32,d0

~~TST D2~~
~~BEQ GEL71~~

{ CMP D0,D1
BCS GEL70
MOVE D0,D1

au plus 32 indert = 32

GEL70:MOVE.B D0,(A1)+

GEL71:SUBQ #1,D1

BPL GEL70

MOVE #3600,D1

{ ~~CMPB #1A,(A0)~~
~~BEQ GEL73~~

long max des buffer

GEL72:MOVE.B (A0)+,(A1)+

DBEQ D1,GEL72

BEQ GEL74

GEL73:CLR.B (A1)+

GEL74:SUBQ #1,A1

°SUB.L A6,A1

MOVE A1,(A2)+

sacot

← CLR (a2)+ sacom

MOVEM.L (SP)+,D0/D1/A0-A2

RTS