

Entrée



Sortie

D3 nb d'octets à reculer

conserve le reste

```

SDELTL: MOVEM.L A1/A2, -(SP)

```

```

ADDQ #4, A1
LEA TYP CAR, A2

```

```

MOVEQ #0, D3

```

sauter les bytes α-num

```

GEO75: CMP.L A0, A1
BLE GEO79
MOVE.B -(A1), D3
BTST #1, (A2, D3)
BEQ GEO75

```

sauter les α-num

```

GEO77: CMP.L A0, A1
BLE GEO79
MOVE.B -(A1), D3
BTST #1, (A2, D3)
BNE GEO77
ADDQ #1, A1

```

```

GEO79: MOVE.L (SP), D3
BSR GEO72
MOVEM.L (SP)+, A1/A2
RTS

```