

Entrée <A0> = x

Compare |x| et 1/16 si |x| < 1/16 met MI vrai (lent)
 si |x| > 1/16 met PL vrai (rapide)

Conserve D0/A0/AG

XFF HYP : MOVEM.L D0/A0/AG, -(SP)

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BSR XPOSEF
BCLR #7, (A2) |x|
BSR XPOSF1 1/2
ADDQ #4, (A2) -> 1/16
MOVE.L A2, A1
MOVE.L 8(SP), A0
BSR XFLCMP
MOVEM.L (SP)+, D0/A0/AG,
RTS

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BSR XFLCMP
 LEA XFLCMP, PC
 RTS