

↑ entrée << A0 >>
D3.W > 0 (d3=0 bande)

sortie << A2 >> = << A0 >>^{d3}

```
XFCPOS: MOVEQ #1, D3
XFCEXP: MOVE.L A0, A1
        CMP #2, D3
        BEQ XFCMUL
```

→ copie plus rapide

```
XFCX:  MOVE.L A6, -(SP)
        MOVE (A0)+, D2
        MOVE D2, (A6)+
        BSR XPOSEF
        MOVE.L A4, A0
        ADDQ #1, D2
        BEQ GAS24
        BSR XPOSEF
```

recopie

```
GAS24: CMP #1, D3
        BNE GAS26
        MOVE.L (SP)+, A2
        RTS
```

↓ si d3=1 : rapide

```
GAS26: MOVEM.L D3/A6, -(SP) ←
        BSR XFCUNI
```

↪

Prac
x

```
GAS28: MOVE.L (SP)+, D3
        ASR #1, D3
        BCC GAS30
        MOVEM.L (SP), A0/A1
        MOVE D3, -(SP)
        BSR XFCMUL
        MOVE.L 2(SP), A0
        BSR XLB76
        MOVE (SP)+, D3
        BNE GAS30
        MOVE.L (SP)+, A2
        BRA KL860
```

```

GAS30: MOVE.L D3, -(SP)
        MOVE.L 8(SP), A0
        MOVE.L A0, A1
        BSR   XFCMUL
        MOVE.L 4(SP), A0
        MOVE.L A2, -(SP)

```

```

        MOVE.L #0, A2
        BSR   XFCPOS

```

```

        MOVE.L 12(SP), A0  xvx
        MOVE.L A2, A1      prod
        MOVE.L (SP)+, A2   x2
        MOVE.L A1, D1
        SUB.L  A2, D1
        BSR   LB76
        MOVE.L A0, 4(SP)
        BSR   XLB76
        BRA   GAS28

```

recopie prod

