

```

YACOSH: if flag30
  MOVEQ #0, Do
  FMOVE.L Do, FPSR
  BSR CPCVI1 → FP0
  BNE ST\YACOSH

```

```

  ← FMOVE.S # $F8147AE, FP2
  FMOVECR # $32, FP1 1
  FCMP.X FP2, FP0
  FBLT ST\YACOSH → x < 1.01
  FMOVE.X FP0, FP2
  FMUL.X FP2, FP2 x2
  FSUB.X FP1, FP2 x2 - 1
  ← FSQRT FP2 √(x2 - 1) = 1

```

```

  FMOVE.X FP2, FP0
  FLOGN.X FP0
  FMOVE.L FPSR, Do
  AND $F0, Do
  BEQ CPRP → OK
  endif

```

```

:FADD.X FP2, FP0 → mat a + c = ey
FLOGN.X FP0
:FMOVE.L FPSR, Do
AND $F0, Do
BEQ CPRP → OK
endif

```

x ST\YACOSH: