

.ORG 0x800

.DATA

.EQU TIMER_IRQ, 0x...
.EQU TIMER_STATUS, 0...
.EQU MOUSE_STATUS, ...
.EQU MOUSE_X, ...
.EQU MOUSE_Y, ...

BUFFER: .FILL 128, 4, 0

LETT: .WORD 0

MAX: .LONG 0

.TEXT

MOVB \$1, %AL
MOVW \$TIMER_STATUS, %DX

OUTB %AL, %DX

MOVW \$MOUSE_STATUS, %DX

OUTB %AL, %DX

XORQ %RCX, %RCX

GT,

HLT

#AUDIO TIMER

#AUDIO MOUSE

.DRIVER 0 # INTERRUPT TIMER

MOVW \$MOUSE_X, %DX
INW %DX, %AX

MOVZWL %AX, %EAX

SHLL \$16, %EAX

MOVL %EAX, %R8D

MOVW \$MOUSE_Y, %DX
INW %DX, %AX

00000000
0001000000

00000000000101

MOVW %AX, %R8W

MOVL %R8d, BUFFER(%RCX, 4)

CMPQ %R128, %RCX

JZ .SUVOTA

CMPQ \$100, LETT

JZ .MASSIMO

INCQ %RCX

INCQ LETT

JMP .FINE

.SUVOTA

XORQ %RCX, %RCX

JMP .FINE

.MASSIMO

MOVL \$0, LETT

MOVL \$50, %R8D

COMPARA CML MAX, BUFFER(, %R8D, 4)

JC .INCREMENTA 1

MOVL BUFFER(%R8D, 4), MAX

.INCREMENTA

DECL %R8D

CML \$0, %R8D

JZ .FINE

JMP COMPARA

.FINE

