

```
AESMOUSE:LEA AINTIN,A0
MOVE #32,(A0)+
MOVEQ #14,D0
```

```
GAG60:CLR (A0)+
DBRA D0,GAG60
SUB #16,SP
MOVE.L SP,ADDRIN
MOVEQ #25,D3
BSR AESC
ADD #16,SP
MOVEM AINTOUT+2,xD0/yD1/kD2
RTS
```

get in [15] set [16] [17] [18] [19]