

mouse mx, my, mz

```

YMOUSE: BSR    VDB3
        MOVEM  D0-D2, -(SP)
        MOVEQ  #2, D3
        BRA    GAI11

```

```

GAI10: BSR    DECCRVE    (j)

```

```

GAI11: MOVE  (SP)+, D0
        MOVE  D3, -(SP)

```

```

BSR    LBB03

```

```

BSR    WPILEASG    décode v et assigne p.

```

```

MOVE  (SP)+, D3

```

```

DBRA  D3, GAI10    (x)

```

```

RTS

```