## OP\_contextswitch

## **PushCStack**

contextswitch(TopOfStack &0xffff)

```
CurrentFX = STK_OFFSET | Addr68k_from_LADDR(*(InterfacePage + fxnum))

*(InterfacePage + fxnum) = LOLOC(LADDR_from_68k(CurrentFX))

Midpunt
```

## contextswitch(fxnum)

