

You can use stack to allocate local variables - for example you could do this:

Code:

```
mov ebp,esp;
sub esp,123; //Allocate 123 bytes for your storage
//Now assuming we don't modify ESP anywhere (no push or pop below this line) we can do this:
//(for example, here we copy from #eax to local storage, and from local storage to #ebx)
//(eax and ebx are already set, esi and edi are already pushed)
mov esi,eax;
mov edi,esp; //Save to stack!
mcopy 123; //copy 123 bytes

mov esi,esp; //Load from stack
mov edi,ebx;
mcopy 123; //copy 123 bytes

mov esp,ebp; //restore stack pointer, free up local variable space
```