

```
tableLU_3D:  
pshb  
ldab    #$10  
mul          ; A*16 = row/column  
pshx  
tsx  
addd    0,x  
std      0,x  
ldx      0,x  
ldd      byte_AF          ; temporary register (Heap)?  
bsr      tableLU_2D  
staa     byte_B1  
tst      2,x  
pulx  
beq      loc_FEE5
```

true

false

```
FED6:  
ldab    #$10  
abx  
ldd      byte_AF          ; temporary register (Heap)?  
bsr      tableLU_2D  
staa     byte_B2  
ldx      #$B1 ; ' '  
pula  
bra      loc_FEAF
```

```
loc_FEE5:  
pulb  
rts
```

loc\_FEAF