```
		if l_error_level = error_handler.error_level and is_byte_node_enabled then
				-- Only create BYTE code if there is no error.
			create l_assign
			l_assign.set_target (l_target_node)
			l_assign.set_line_number (l_as.target.start_location.line)
			l_source_expr ?= last_byte_node
			l_assign.set_source (l_source_expr)
			l_assign.set_line_pragma (l_as.line_pragma)
			last_byte_node := l_assign
-------------------------------------------------------------------------------------------
-------------------------------------------------------------------------------------------
-- Code added by jjj as per instructions from Alexander Kogtenkov
-------------------------------------------------------------------------------------------
-------------------------------------------------------------------------------------------
			if l_target_node.is_attribute and then l_target_type.is_reference and then
					attached context.current_class.feature_named ("assignment_action") as m and then
					not m.has_return_value and then
					(m.argument_count = 0 or else
					m.argument_count = 1 and then l_target_type.conform_to (context.current_class, m.arguments.i_th (1))) and then
					attached m.access (void_type, False, False) as p and then
					attached (create {BYTE_LIST [INSTR_B]}.make (2)) as b then
				b.extend (l_assign)
				if m.argument_count > 0 and then
						attached (create {BYTE_LIST [PARAMETER_B]}.make (1)) as a and then
						attached (create {PARAMETER_B}) as e then
					e.set_expression (l_target_node)
					e.set_attachment_type (m.arguments.i_th (1).conformance_type)
					a.extend (e)
					p.set_parameters (a)
				end
				b.extend (create {INSTR_CALL_B}.make (p, l_assign.line_number))
				last_byte_node := b
			end
-------------------------------------------------------------------------------------------
-------------------------------------------------------------------------------------------
-- end jjj addition
		end
```