


```

        im      1                ; turn on handling of 60hz refresh
        ld      sp, #(RamBound) ; set up the stack pointer
        xor     a                ; start up A at 0
        ld      b, #0x00        ; start up B at 0 also
        ei                     ; enable interrupts... GO!

mainloop:
        inc     a                ; increment A (basic counter)
        push   af               ; store aside AF

        ld     a, (SysOrientation)
        ld     b, a              ; B = System orientation

        ld     a, (TapCount)
        cp     #2                ; clear if tap count == 2
        jr     nz, noclear
        xor     a
        ld     (TouchSwipe), a

noclear:
        ld     a, (TouchSwipe)
        ld     c, a              ; C = TouchSwipe

        ld     a, (TouchX)
        ld     d, a              ; D = Touch X

        ld     a, (TouchY)
        ld     e, a              ; E = Touch Y

        pop    af               ; restore AF
        jr     mainloop         ; lather, rinse, repeat

        .byte  0x00, 0x01, 0x02, 0x03

.bound RomBounds

```