

# **EXHIBIT 16**

```

function init()
{
  Cell.Cells = new ArrayList();
  var __reg2 = 0;
  for (;;)
  {
    if (__reg2 >= CellCount)
    {
      return;
    }
    var __reg1 = attachMovie("Cell", "Cell" + __reg2, ++Depth);
    var __reg4 = new Color(__reg1);
    __reg4.setRGB(random(16777216));
    __reg1._x = random(Stage.width);
    __reg1._y = random(Stage.height);
    var __reg3 = new Cell();
    __reg3.SetMC(__reg1);
    ++__reg2;
  }
}

```

```

public function newball(arg1:*=-1, arg2:*=-1, arg3:*=-1):*
{
  var loc1:*=undefined;
  var loc2:*=null;
  loc1 = new Ball();
  if (arg1 < 0 && arg2 < 0)
  {
    loc1.x = offx + Math.round(Math.random() * sw);
    loc1.y = offy + Math.round(Math.random() * sh);
  }
  else
  {
    loc1.x = arg1;
    loc1.y = arg2;
  }
  if (Math.random() < 0.5)
  {
    pol = pol * -1;
  }
  loc1.velx = pol * (offv + Math.random() * rangev);
  if (Math.random() < 0.5)
  {
    pol = pol * -1;
  }
  loc1.vely = pol * (offv + Math.random() * rangev);
  loc1.step = 0;
  if (arg3 < 0)
  {
    loc2 = hsv2rgb(Math.ceil(Math.random() * 360), 0.5 + 0.5 *
Math.random(), 1);
    loc1.transform.colorTransform = new ColorTransform(1, 1, 1,
loc2.r, loc2.g, loc2.b, 1);
  }
  else
  {
    loc1.transform.colorTransform = arg3;
  }
  loc1.blendMode = BlendMode.SCREEN;
  return loc1;
}

```