

Format

```
CALL JOYMOTION(key-unit,x-return,y-return,
#sprite,row-index,column-index)
```

```
CALL JOYMOTION(key-unit,x-return,y-return,
#sprite,row-index,column-index,
key-return-variable)
```

```
CALL JOYMOTION(key-unit,x-return,y-return,
#sprite,row-index,column-index,
key-return-variable)
GOTO line-number
```

Description

JOYMOTION combines commands JOYST, KEY, MOTION and a built in IF fire-button GOTO line-number. Keyboard key or fire button is in key-return-variable, but only joystick fire or key Q is used for GOTO line-number. As seen above line number option can be left out or further key-return-variable can be left out too. Index is number of dots for row and column.

Programs

Clear screen.	>100 CALL CLEAR
Set character for use.	>110 CALL CHAR(143,"FFFFFFFFFF
	FFFFFF")
Set up a sprite to use.	>120 CALL SPRITE(#1,143,2,9,19
	0,20,0)
Look for joystick movement	>130 CALL JOYMOTION(1,X,Y,#1,9
	,9,K) GOTO 160
and move it or ignore.	
Show variables on screen.	>140 PRINT X;Y;K
Loop forever	>150 GOTO 130
Show variables on screen.	>160 PRINT X;Y;K;"FIRE"
Loop forever	170 GOTO 130

Options:

See JOYMOTION or ONKEY or KEY for more XB changes created by RXB to speed up the programs and make them easier to read and write.