
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,"FFFFFFFFF
                        | 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.