Format

```
CALL KEY(key-unit,return-variable,
status-variable[,...])

CALL KEY(string,key-unit,return-variable,
status-variable[,...])

CALL KEY(string-variable,key-unit,return-
variable,status-variable[,...])
```

Description

See EXTENDED BASIC MANUAL page 109
RXB has added auto repeat features.
Strings or string variables can now be added to KEY to lock out any other keys. The strings can be empty or up to 255 in length. The string function halts program execution unlike a normal key routine similar to ACCEPT or INPUT do.

Programs

```
This line scans both joysticks| >100 CALL JOYST(1,X,Y,2,XX,YY)
This line scans both of the   | >110 CALL KEY(1,F,S,2,FF,SS)
fire buttons & split keyboard.|
                              |
Try this for fun.             | >CALL KEY(CHR$(2),0,K,S)
 (HINT: FCTN 4)               |
                              |
Add this line to programs.    | >100 CALL KEY("YNyn",0,K,S)
                              |
Suspends program until key is | >100 CALL KEY("",0,K,S)
pressed. (any key)            |
                              |
Suspends program until ENTER  | >100 CALL KEY(CHR$(13),0,K,S)
is pressed.                   |
                              |
Suspends program until the    | >100 A$="123"
key from string A$ is used.   | >110 CALL KEY(A$,0,KV,STATUS)
                              |
Suspends program until YES is | >100 CALL KEY("Y",0,K1,S1,"E"
typed in.                     |  ,0,K2,S2,"S",0,K3,S3)
                              |
```