
Format CALL JOYST(key-unit,x-return,y-return[,...])

Description

See EXTENDED BASIC MANUAL page 108

Except for adding auto repeat there is no changes to JOYST

Programs

The program on the right will		>100 CALL CLEAR
illustrate a use of JOYST		>110 CALL SPRITE(#1,33,5,96,1
subprogram. It creates two		28,#2,42,2,96,128)
sprites and then moves them		>120 CALL JOYST(1,X1,Y1,2,X2,
around according to the input		Y2)
from the joysticks.		>130 CALL MOTION(#1,-Y1,X1,#2
Two players with the same		-Y2,X2)
input speed and motion.		>140 GOTO 120

Options:

See JOYMOTION, JOYLOCATE, KEY or ONKEY making it much more easy to use then normal XB routines as it combines several commands into a single command to use, also much faster response and more variables are used to control routines for a user.