----------------------------------------------------------------

Format          CALL JOYLOCATE(key-unit,x-return,y-return,
                row-index,column-index,#sprite,dot-row,
                dot-column)

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

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

Description

JOYLOCATE combines commands JOYST, KEY, LOCATE 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 furter 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)
Look for joystick movement  | >130 CALL JOYLOCATE(1,X,Y,8,8,

and move it or ignore.      |  #1,R,C,K) GOTO 160
Show variables on screen.   | >140 PRINT X;Y;K;R;C
Loop forever                | >150 GOTO 130
Show variables on screen.   | >160 PRINT X;Y;K;R;C;"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.