JOYSTICK and SPRITE MOTION CONTROL with KEY built FIRE button
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As normal XB JOYSTICK and SPRITE controls were seperate commands
this slowed down response in XB games and utilities. The main
issue was these commands were not combined. RXB added two new
commands to the arsenal but also added CALL KEY and also added
a IF THEN into the mix. Thus CALL JOYMOTION acts just like
CALL JOYST + CALL KEY + CALL MOTION + IF FIRE THEN line number
To bring even more to the table is an INDEX value for SPRITES.
EXAMPLE:
CALL JOYMOTION(key-unit,x-return,y-return,#sprite,
row-index,column-index,key-return-variable) GOTO line-number

key-unit,x-return,y-return are like normal XB JOYST
#sprite,row-index,column-index are like XB MOTION but dot based
key-return-variable is just like XB KEY key varible
GOTO line-number is like XB IF KEY THEN line-number

The GOTO is not required nor is the key-return-variable as these
are optional depending on your needs.

JOYSTICK and SPRITE LOCATE CONTROL with KEY built in FIRE button
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As normal XB JOYSTICK and SPRITE controls were seperate commands
this slowed down response in XB games and utilities. The main
issue was these commands were not combined. RXB added two new
commands to the arsenal but also added CALL KEY and also added
a IF THEN into the mix. Thus CALL JOYLOCATE acts just like
CALL JOYST + CALL KEY + CALL MOTION + IF FIRE THEN line number
EXAMPLE:
CALL JOYLOCATE(key-unit,x-return,y-return,row-index,column-index,
#sprite,dot-row,dot-column),key-return-variable) GOTO line-number

key-unit,x-return,y-return are like normal XB JOYST
#sprite,row-index,column-index are like XB LOCATE but dot based
key-return-variable is just like XB KEY key varible
GOTO line-number is like XB IF KEY THEN line-number

The GOTO is not required nor is the key-return-variable as these
are optional depending on your needs.