
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
Some of JOYST runs from ROM.

Programs

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