

JOYSTICK and SPRITE POSITION 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 JOYMAP acts just like  
 CALL JOYST + CALL KEY + CALL MOTION + CALL POSITION  
 IF FIRE THEN line number

EXAMPLE:

CALL JOYMAP(key-unit,x-return,y-return,#sprite,row-index,  
 col-index,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 MOTION but dot based  
 dot-row,dot-column are like LOCATE  
 key-return-variable is just like XB KEY key variable  
 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.