Format

CALL KEY(key-unit,return-variable,
status-variable[,...])

CALL KEY(string,key-unit,return-variable,
status-variable[,...])

CALL KEY(string-variable,key-unit,return-variable,status-variable[,...])

Description

See EXTENDED BASIC MANUAL page 109 RXB has added auto repeat features.

Strings or string variables can now be added to KEY to lock out any other keys. The strings can be empty or up to 255 in length. The string function halts program execution unlike a normal key routine similar to ACCEPT or INPUT do.

Programs

This line scans both joysticks This line scans both of the fire buttons & split keyboard.	>100 CALL JOYST(1,X,Y,2,XX,YY) >110 CALL KEY(1,F,S,2,FF,SS)
Try this for fun. (HINT: FCTN 4)	>CALL KEY(CHR\$(2),0,K,S)
Add this line to programs.	>100 CALL KEY("YNyn",0,K,S)
Suspends program until key is pressed. (any key)	>100 CALL KEY("",0,K,S)
Suspends program until ENTER is pressed.	>100 CALL KEY(CHR\$(13),0,K,S)
Suspends program until the	>100 A\$="123"
key from string A\$ is used.	>110 CALL KEY(A\$,0,KV,STATUS)
Suspends program until YES is typed in.	>100 CALL KEY("Y",0,K1,S1,"E",0,K2,S2,"S",0,K3,S3)