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

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

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

Description

JOYMAP combines commands JOYST, MOTION, POSITION, KEY and a
built in IF fire-button GOTO line-number. Keyboard key Q or
fire button is in key-return-variable, but only joystick
fire or key Q is used for GOTO line-number. As seen above
GOTO line number option can be left out or furter the
key-return-variable can be left out too. Index is number
of dots for row and column. Dot-row and Dot-col are same
LOCATE or POSITION.

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
                         |  0,20,0)
Look for joystick movement | >130 CALL JOYMOTION(1,X,Y,#1,9

and move it or ignore.   |  ,9,K) GOTO 160
Show variables on screen.| >140 PRINT X;Y;K
Loop forever             | >150 GOTO 130
Show variables on screen.| >160 PRINT X;Y;K;"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.