Format   CALL DISTANCE(#sprite-number,#sprite-number,
                numeric-variable,[,...])

                CALL DISTANCE(#sprite-number,dot-row,
                dot-column,numeric-variable[,...])

Description

The only thing added by RXB to DISTANCE is the auto repeat.
 See EXTENDED BASIC MANUAL page 80 for more data.
DISTANCE runs from ROM.

Program

```
The program at the right will | >100 CALL CLEAR
set up 3 sprites on screen and| >110 CALL SPRITE(#1,65,7,99,9
start them moving.            |  9,0,10,#2,66,4,99,99,10,0,#3
                              |  ,67,2,1,2,-50,-50)
Scans three sprites locations | >120 CALL DISTANCE(#1,#2,D,#1
 and returns the distance from|  ,#3,E,#2,#3,F)
 each other squared.          | >130 DISPLAY AT(1,1):"#1/#2";
                              |  D:"#1/#3";E:"#2/#3";F)
Restart loop                  | >140 GOTO 120
                              |
```

Options

While characters 144 to 159 are being used, you cannot use
sprites. The DISTANCE subprogram does get more accurate if
you have more than one to check at a time, but is slightly
faster than normal XB as DISTANCE in RXB does not require
a search for another line number to CALL DISTANCE and find
a value. The RXB version just goes to the comma and finds
the next value of DISTANCE, so is much faster and saves
program memory.