JOYSTICK and SPRITE MOTION CONTROL with KEY built FIRE button

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 JOYMOTION acts just like CALL JOYST + CALL KEY + CALL MOTION + IF FIRE THEN line number To bring even more to the table is an INDEX value for SPRITES. EXAMPLE:

CALL JOYMOTION(key-unit,x-return,y-return,#sprite, row-index,column-index,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
key-return-variable is just like XB KEY key varible
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.

JOYSTICK and SPRITE LOCATE CONTROL with KEY built in FIRE button

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 JOYLOCATE acts just like CALL JOYST + CALL KEY + CALL MOTION + IF FIRE THEN line number EXAMPLE:

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