JOYSTICKS
For the BBC Microcomputer Model B

Fitting instructions

The connector on this pair of joysticks should be inserted into a socket labelled "analogue in" which you will find on the back panel of your BBC Microcomputer:

FIRST, switch off your machine.

DO NOT worry if the connector is a fairly tight fit. On some computers it may be necessary to trim the label in order to ease connection.

WHEN you have connected the joysticks, switch the machine on.

NOTHING ELSE TO IT!

Now you can load in your games, and try them out (remember that they will only work with joysticks if the program literature states that joysticks can be used).

If you don't already have a game to try with joysticks, type in the program listed on the next page and draw yourself a nice pattern.

```
  0 REM 'Etch-a-sketch' program
 10 MODE 5
 20 VDU 23;10,32,0;0;0;
 30 dx=8:dy=4
 40 x=640:y=512
 50 lim1=21000:lim2=44000
 60 colour=3
 70 down=FALSE
 80 MOVE x,y
 90 REPEAT
100 GCOL 0,colour
110 IF ADVAL1>lim2 IF x>0 THEN x=x-dx
120 IF ADVAL1<lim1 IF x<1272 THEN x=x+dx
130 IF ADVAL1>lim2 IF y<1020 THEN y=y+dy
140 IF ADVAL2<lim1 IF y>0 THEN y=y-dy
150 IF NOT down IF(ADVAL0 AND 1)
       THEN down=TRUE:colour=(colour+1)AND3
160 IF (ADVAL0 AND 1)=0 THEN down=FALSE
170 IF (ADVAL0 AND 2) THEN CLS
180 DRAW x,y
190 UNTIL FALSE
```

The right joystick (as seen when sitting in front of the computer) is used to draw the pattern, and its control button, when pressed, will change the drawing colour from white, through black, red and yellow.

The control button on the left joystick clears the screen when pressed.

If you want to write your own joystick applications refer to the new User Guide pages 202 and 203.

Look out for new games using joysticks from ACORNSOFT
Coming soon...............