

right: 12 means neither, 8 means left, and 4 means right. The value of the integerexpression determines the joystick, and must be 0, 1, 2, or 3.

Example: PRINT STICK(0%)

If joystick 0 is shifted right, the line prints 7.

STRIG

Type: BASIC function

Format: STRIG(integerexpression)

Description: Checks the fire button of the joystick given by the value of the integerexpression. If the button is pressed, STRIG returns zero; otherwise it returns 1.

STRING

Type: string function

Format: STRING(integerexpression,integerexpression)

Description: Creates a string whose bytes equal the value of the second integerexpression. The length of the string equals the value of the first integerexpression.

Example:

```
100 PRINT STRING(5%,ASC("A"))
RUN
AAAAA
```

STR\$

Type: real function

Format: STR\$(realexpression)

Description: Converts the number given by the realexpression into a string. For example, if the realexpression equals 1.2, STR\$ returns a string whose first byte is 49 (ASCII code for 1), second byte is 46 (ASCII code for decimal point), and third byte is 50 (ASCII code for 2).

SUB SUBEND

Type: BASIC command

Format: SUB subroutinename
SUB subroutinename(variablename,...,variablename)

Description: Used to define a named subroutine. The subroutine may extend over more than one line and must end in a SUBEND command. Note that the SUB command must be the first statement on a line. Named subroutines make programs easier to understand; that is, FIGURETAX@ is more meaningful than GOSUB 2000. The subroutine is called when its name is used.