

# Read a key-event from the keyboard#

(Basic listing from Thomas E. Rowley - "Atari Basic spielend lernen")

## How to use#

The Forth listing show two differnt way to read a keypress. The first one is the same technique used in the BASIC Program, the second is portable across many F83 Standard and ANSI Standard Forth versions.

### Basic Version

```
10 REM READ A KEYPRESS
20 PRINT "PLEASE PRESS A KEY"
30 POKE 764,255
35 IF PEEK(764)=255 THEN 35
36 KEY=PEEK(764)
40 CLOSE #1:OPEN #1,4,0,"K:":GET #1,A
50 PRINT "THE KEYCODE OF"; CHR$(A); " IS "; KEY
60 GOTO 30
```

### volksForth

```
: READKEY ( Read Keyboard direct from Shadow register )
." press a key" CR
255 764 C!
BEGIN
    764 C@
    255 < IF
        764 C@
        ." the keycode of " DUP EMIT ." is " . CR
        255 764 C!
    THEN
REPEAT ;
```

### alternative version

```
: READKEY ( Read Keycode with Forth KEY Words )
." press a key" CR
BEGIN
    KEY? IF
        KEY
        ." the keycode of " DUP EMIT ." is " . CR
    THEN
REPEAT ;
```