

reading the keyboard from VolksForth#

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

Basic Version

```
10 REM read a keypress
20 PRINT "PRESS ANY 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 Key-Code of "; CHR$(A); " is "; KEY
60 GOTO 30
```

volksForth version using direct memory access the same way as the BASIC example does#

```
: GETKEY ( read a keypress )
  ." Press any key" CR
  255 764 C!
  BEGIN
    764 C@
    255 < IF
      764 C@
      KEY ." The Key-Code of " DUP EMIT ." is " . CR
      255 764 C!
    THEN
  REPEAT ;
```

alternative, more elegant version using the build in words "KEY?" and "KEY"

```
: GETKEY ( read a keypress )
  ." Press any key" CR
  BEGIN
    KEY? IF
      764 C@ KEY
      ." The Key-Code of " DUP EMIT ." is " . CR
    THEN
  REPEAT ;
```