3 Places keyboard in the same mode as mode 0.

4 Remaps the keyboard in the PASCAL mode. Both upper- and lower-case alphabetical character codes are returned by the computer. It is not recommended to use this mode until MDOS code is changed. This effects all versions (2.21 and prior). A mistake in programming will cause this mode to return erroneous values.

5 Places the key board in 99/4A BASIC mode. Both upper- and lower-case alphabetical character codes are returned by the computer.

Status
The value returned as the status can be interpreted as follows:

-1 The same key was pressed as was returned the last time KEY was called.

0 No key was pressed.

1 A different key was pressed than was returned the last time KEY was called.

See Appendix M for the return values of all KEY modes.

Example

100 CALL KEY(0,K,S)
Returns in K the ASCII code of any key pressed on the keyboard except SHIFT, CTRL, ALT, and CAPS and in S a value indicating whether a key was pressed.

Program
The following program illustrates a use of the KEY subprogram. It creates a sprite and then enables you to move it around by using the arrow keys(E, S, D, and X) without pressing ALT. Note that line 130 returns to line 120 if no key has been pressed.

To stop the sprite's movement, press any key(except the arrow keys) on the left side of keyboard.

```
100 CALL CLEAR
110 CALL SPRITE(#1,33,5,96,128)
120 CALL KEY(1,K,S)
130 IF S=0 THEN 120
140 IF K=5 THEN Y=-4
150 IF K=0 THEN Y=4
160 IF K=2 THEN Y=-4
170 IF IF K=3 THEN X=4
180 IF K=1 THEN X,Y=0
190 IF K>5 THEN X,Y=0
200 CALL MOTION(#1,Y,X)
210 GOTO 120
(Press CLEAR to stop the program.)
```