

```
WindowWidth = DisplayWidth
WindowHeight = DisplayHeight
global balx , baly , balz
balx = WindowWidth / 2
baly = WindowHeight / 2
balz = 10
nomainwin
timer 100 , [tmr]
open "Joy-Test" for graphics as #m
print #m , "trapclose [quit]"
wait
[tmr]
readjoystick 1
dx = 0
if Joy1x > 256 * 256 * 2 / 3 then
dx = 10
end if
if Joy1x dx = -10
end if
if balx + dx if balx + dx > WindowWidth then dx = 0
dy = 0
if Joy1y > 256 * 256 * 2 / 3 then
dy = 10
end if
if Joy1y dy = -10
end if
if baly + dy if baly + dy > WindowHeight then dy = 0
dz = 0
if Joy1z > 256 * 256 * 2 / 3 then
dz = 10
end if
if Joy1z dz = -10
end if
if balz + dz if balz + dz > 200 then dz = 0
balx = balx + dx
baly = baly + dy
balz = balz + dz
#m , "cls"
if Joy1button1 then
#m , "color red"
#m , "backcolor red"
else
#m , "color black"
#m , "backcolor black"
end if
if Joy1button2 then
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```
#m , "goto " ; balx - balz _  
; " " ; baly - balz  
#m , "down"  
#m , "boxfilled " ; balx + balz _  
; " " ; baly + balz  
else  
#m , "goto " ; balx ; " " ; baly  
#m , "down"  
#m , "size " ; balz / 10  
#m , "circle " ; balz  
end if  
#m , "up"  
#m , "flush"  
wait  
[quit]  
close #m  
end
```