

Flow control	Programming	Memory	Strings	Disk	Input	Graphics	Screen
BEGIN	AUTO ¹	BANK	ASC ()	APPEND	GET	BOX	BACKGROUND
BEND	CHANGE ¹	CLR	CHR\$ ()	BACKUP	GETKEY	CHAR	BORDER
CONT	DELETE ¹	DIM	INSTR ()	BLOAD	INPUT	CIRCLE	COLOR
DEF FN	EDIT ¹	DMA	LEFT\$ ()	BOOT	JOY ()	DMODE	CURSOR
DO	FIND ¹	EDMA	LEN ()	BSAVE	LPEN ()	DPAT	FONT
ELSE	HELP	FRE ()	MID\$ ()	BVERIFY	MOUSE	ELLIPSE	FOREGROUND
END	HIGHLIGHT	LET	RIGHT\$ ()	CATALOG	POT ()	GRAPHIC CLR	PALETTE
EXIT	LIST	PEEK ()		COLLECT	RMOUSE	LINE	POS ()
FGOSUB	NEW	PEEKW ()		CONCAT		LOADIFF	PRINT
FGOTO	RENUMBER ¹	POINTER ()		COPY		PAINT	PRINT USING
FN ()	TROFF	POKE	Comparison operators	DCLEAR		PALETTE	RCURSOR
FOR	TRON	POKEW	< = =<> >	DOCLOSE		PEN	RCOLOR ()
GOSUB				DELETE			
GOTO			Logic operators	DIR			RPALETTE ()
IF			AND OR	DIRECTORY			RWINDOW ()
LOOP			NOT XOR	DISK			SCNCLR
NEXT				DLOAD			SPC ()
ON				DOPEN			TAB ()
REM			Error handling	DS ²			WINDOW
RETURN			EL ² ER ² ERR\$ () RESUME TRAP	DS\$ ²			
RREG				DSAVE			
RUN				DVERIFY			
SLEEP				ERASE			
STEP				HEADER			
STOP				LIST			
SYS			Conversion	LOAD			
THEN			ASC () CHR\$ () DEC () HEX\$ () STR\$ () VAL ()	LOADIFF			
UNTIL				MERGE			
USR ()				RECORD			
WAIT				RENAME			
WHILE				RUN			

Memory	Strings
BANK	ASC ()
CLR	CHR\$ ()
DIM	INSTR ()
DMA	LEFT\$ ()
EDMA	LEN ()
FRE ()	MID\$ ()
LET	RIGHT\$ ()
PEEK ()	
PEEKW ()	
POINTER ()	
POKE	
POKEW	

Disk	shortcuts
APPEND	
BACKUP	
BLOAD	
BOOT	
BSAVE	
BVERIFY	
CATALOG	\$ ¹
COLLECT	
CONCAT	
COPY	
DCLEAR	
DOCLOSE	
DELETE	
DIR	\$ ¹
DIRECTORY	\$ ¹
DISK	@ ¹
DLOAD	
DOPEN	
DS ²	
DS\$ ²	
DSAVE	
DVERIFY	
ERASE	
HEADER	
LIST	
LOAD	/ ¹
LOADIFF	
MERGE	
RECORD	
RENAME	
RUN	
SAVE	← ¹
SAVEIFF	
SCRATCH	
SET	
TYPE	
VERIFY	

Input
GET
GETKEY
INPUT
JOY ()
LPEN ()
MOUSE
POT ()
RMOUSE

Graphics
BOX
CHAR
CIRCLE
DMODE
DPAT
ELLIPSE
GRAPHIC CLR
LINE
LOADIFF
PAINT
PALETTE
PEN
PIXEL ()
POLYGON
RGRAPHIC ()
RPALETTE ()
RPEN ()
SAVEIFF
SCNCLR
SCREEN
VIEWPORT

Screen
BACKGROUND
BORDER
COLOR
CURSOR
FONT
FOREGROUND
PALETTE
POS ()
PRINT
PRINT USING
RCURSOR
RCOLOR ()
RPALETTE ()
RWINDOW ()
SCNCLR
SPC ()
TAB ()
WINDOW

I/O
CLOSE
CMD
FREAD
FWRITE
GET#
INPUT#
LINE INPUT#
OPEN
PRINT#
PRINT# USING
ST ²

Comparison operators
<
<=
<>
>=

Math operators
+
*
1
/
-

Logic operators
AND
OR
NOT
XOR

Math operators
+
*
1
/
-

Error handling
EL ²
ER ²
ERR\$ ()
RESUME
TRAP

Conversion
ASC ()
CHR\$ ()
DEC ()
HEX\$ ()
STR\$ ()
VAL ()

Math
ABS ()
ATN ()
COS ()
EXP ()
INT ()
LOG ()
LOG10 ()
MOD ()
RND ()
SGN ()
SIN ()
SQR ()
TAN ()

Flow control
BEGIN
BEND
CONT
DEF FN
DO
ELSE
END
EXIT
FGOSUB
FGOTO
FN ()
FOR
GOSUB
GOTO
IF
LOOP
NEXT
ON
REM
RETURN
RREG
RUN
SLEEP
STEP
STOP
SYS
THEN
UNTIL
USR ()
WAIT
WHILE

System
FAST
GO64
KEY
MONITOR
RSPEED ()
SPEED

Time
DT\$ ²
TI ²
TI\$ ²

Data
DATA
READ
RESTORE

Sprites
BUMP ()
COLLISION
MOVSPR
RSPCOLOR ()
RSPPOS ()
RSPRITE ()
SPRCOLOR
SPRITE
SPRSAY

Sound
ENVELOPE
FILTER
PLAY
RPLAY ()
SOUND
TEMPO
VOL

Secondary
OFF
TO

¹ Direct mode only

² Reserved variable

() Function