

Flow control	Programming	Memory	Strings	Disk	shortcuts	Graphics	Screen
BEGIN	AUTO ¹	BANK	+	APPEND		BOX	BACKGROUND
BEND	CHANGE ¹	CLR	ASC ()	BACKUP		CHAR	BORDER
CONT	DELETE ¹	DIM	CHRS ()	BLOOD		CIRCLE	COLOR
DEF FN	EDIT ¹	DMA	INSTR ()	BOOT		DMODE	CURSOR
DO	FIND ¹	EDMA	LEFT\$ ()	BSAVE		DPAT	FONT
ELSE	HELP	FRE ()	LEN ()	BVERIFY		ELLIPSE	FOREGROUND
END	HIGHLIGHT	LET	MID\$ ()	CATALOG	\$ ¹	GRAPHIC CLR	PALETTE
EXIT	LIST	PEEK ()	RIGHT\$ ()	COLLECT		LINE	POS ()
FGOSUB	NEW	PEEKW ()		CONCAT		LOADOFF	PRINT
FGOTO	RENUMBER ¹	POINTER ()	Logical operators ³	COPY		PAINT	PRINT USING
FN ()	TROFF	POKE	AND	DCLEAR		PALETTE	RCURSOR
FOR	TRON	POKEW	NOT	DCLOSE		PEN	RCOLOR ()
GOSUB			Relational operators	DELETE		PIXEL ()	RPALLETTE ()
GOTO			<	DIR	\$ ¹	POLYGON	RWINDOW ()
IF			<=	DIRECTORY	\$ ¹	RGRAPHIC ()	SCNCLR
LOOP			=	DISK	@	RPALLETTE ()	SPC ()
NEXT			>	DLOAD		APEN ()	TAB ()
ON				DOPEN		SAVEIFF	WINDOW
REM				DS ²		SCNCLR	
RETURN				DS\$ ²		SCREEN	
RREG			Error handling	DSAVE		VIEWPORT	
RUN			EL ²	DVERIFY			
RUN			ER ²	ERASE			
SLEEP			ERR\$ ()	HEADER			
STEP			RESUME	LIST			
STOP			TRAP	LOAD	/ ¹		
SYS				LOADOFF			
THEN				MERGE			
UNTIL				RECORD			
USR ()				RENAME			
WAIT				RUN			
WHILE				SAVE	← ¹		
				SAVEIFF			
				SCRATCH			
				SET			
				TYPE			
				VERIFY			

¹ Direct mode only

² Reserved variable

³ Also boolean operators

() Function

I/O	Input	Graphics
CLOSE	GET	BOX
CMD	GETKEY	CHAR
	INPUT	CIRCLE
	JOY ()	DMODE
	LPEN ()	DPAT
	MOUSE	ELLIPSE
	POT ()	GRAPHIC CLR
	RMOUSE	LINE
		LOADOFF
		PAINT
		PALETTE
		PEN
		PIXEL ()
		POLYGON
		RGRAPHIC ()
		RPALLETTE ()
		APEN ()
		SAVEIFF
		SCNCLR
		SCREEN
		VIEWPORT

System	Sprites	Sound
FAST	BUMP ()	ENVELOPE
GO64	COLLISION	FILTER
KEY	MOVSPR	PLAY
MONITOR	RSPCOLOR ()	RPLAY ()
RSPEED ()	RSPPOS ()	SOUND
SPEED	RSPRITE ()	TEMPO
	SPRCOLOR	VOL
	SPRITE	
	SPRSAY	

Secondary
OFF
TO

Strings
+
ASC ()
CHRS ()
INSTR ()
LEFT\$ ()
LEN ()
MID\$ ()
RIGHT\$ ()

Logical operators ³
AND
OR
NOT
XOR

Relational operators
<
<=
=
<>
>=

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

Time
DT\$ ²
TI ²
TI\$ ²

Memory
BANK
CLR
DIM
DMA
EDMA
FRE ()
LET
PEEK ()
PEEKW ()
POINTER ()
POKE
POKEW

Math operators
+
*
↑
/
-

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

Data
DATA
READ
RESTORE