

Flow control	Conversion	Math	Programming	Disk	Input	Graphics	Screen
BEGIN	ASC ()	ABS ()	AUTO ¹	APPEND	GET	BOX	BACKGROUND
BEND	CHR\$ ()	ATN ()	CHANGE ¹	BACKUP	GETKEY	CHAR	BORDER
CONT	DEC ()	COS ()	DELETE ¹	BLOOD	INPUT	CIRCLE	COLOR
DEF FN	HEX\$ ()	EXP ()	EDIT ¹	BOOT	JOY ()	DMODE	CURSOR
DO	STR\$ ()	INT ()	FIND ¹	BSAVE	LPEN ()	DPAT	FONT
ELSE	VAL ()	LOG ()	HELP	BVERIFY	MOUSE	ELLIPSE	FOREGROUND
END		LOG10 ()	HIGHLIGHT	CATALOG	POT ()	GRAPHIC CLR	PALETTE
EXIT		MOD ()	LIST	COLLECT	RMOUSE	LINE	POS ()
FGOSUB		RND ()	NEW	CONCAT		LOADIFF	PRINT
FGOTO		SGN ()	RENUMBER ¹	COPY		PAINT	PRINT USING
FN ()		SIN ()	TROFF	DCLEAR	CLOSE	PALETTE	RCURSOR
FOR		SQR ()	TRON	DCLOSE	OPEN	PEN	RCOLOR ()
GOSUB		TAN ()		DELETE		PIXEL ()	RPALETTE ()
GOTO				DIR		POLYGON	RWINDOW ()
IF				DIRECTORY		RGRAPHIC ()	SCNCLR
LOOP				DISK		RPALETTE ()	SPC ()
NEXT				LOAD		RPEN ()	TAB ()
ON				DOPEN		SCNCLR	WINDOW
REM				DS ²		SCREEN	
RETURN				DS\$ ²		VIEWPORT	
RREG				DSAVE			
RUN				DVERIFY			
SLEEP				ERASE			
STEP				HEADER			
STOP				LIST			
SYS				LOAD			
THEN				LOADIFF			
UNTIL				MERGE			
USR ()				RECORD			
WAIT				RENAME			
WHILE				RUN			

Conversion	Math	Programming
ASC ()	ABS ()	AUTO ¹
CHR\$ ()	ATN ()	CHANGE ¹
DEC ()	COS ()	DELETE ¹
HEX\$ ()	EXP ()	EDIT ¹
STR\$ ()	INT ()	FIND ¹
VAL ()	LOG ()	HELP
	LOG10 ()	HIGHLIGHT
	MOD ()	LIST
	RND ()	NEW
	SGN ()	RENUMBER ¹
	SIN ()	TROFF
	SQR ()	TRON
	TAN ()	

Disk	Input
APPEND	GET
BACKUP	GETKEY
BLOOD	INPUT
BOOT	JOY ()
BSAVE	LPEN ()
BVERIFY	MOUSE
CATALOG	POT ()
COLLECT	RMOUSE
CONCAT	
COPY	
DCLEAR	CLOSE
DCLOSE	OPEN
DELETE	
DIR	
DIRECTORY	
DISK	
LOAD	
DOPEN	
DS ²	
DS\$ ²	
DSAVE	
DVERIFY	
ERASE	
HEADER	
LIST	
LOAD	
LOADIFF	
MERGE	
RECORD	
RENAME	
RUN	
SAVE	
SCRATCH	
SET	
TYPE	
VERIFY	

Graphics	Screen
BOX	BACKGROUND
CHAR	BORDER
CIRCLE	COLOR
DMODE	CURSOR
DPAT	FONT
ELLIPSE	FOREGROUND
GRAPHIC CLR	PALETTE
LINE	POS ()
LOADIFF	PRINT
PAINT	PRINT USING
PALETTE	RCURSOR
PEN	RCOLOR ()
PIXEL ()	RPALETTE ()
POLYGON	RWINDOW ()
RGRAPHIC ()	SCNCLR
RPALETTE ()	SPC ()
RPEN ()	TAB ()
SCNCLR	WINDOW
SCREEN	
VIEWPORT	

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

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

Strings
ASC ()
CHR\$ ()
INSTR ()
LEFT\$ ()
LEN ()
MID\$ ()
RIGHT\$ ()

Data
DATA
READ
RESTORE

Time
DT\$ ²
TI ²
TI\$ ²

System
FAST
GO84
KEY
MONITOR
RSPEED ()
SPEED

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

Sound
ENVELOPE
FILTER
PLAY
RPLAY ()
SOUND
TEMPO
VOL

Secondary
OFF
TO

¹ Direct mode only

² Reserved variable

() Function