

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

Programming
AUTO ¹
CHANGE ¹
DELETE ¹
EDIT ¹
FIND ¹
HELP
HIGHLIGHT
IMPORT
LIST
NEW
RENUMBER ¹
TROFF
TRON

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

Memory
BANK
CLR
CLRBIT
DIM
DMA
EDMA
FRE ()
LET
MEM
PEEK ()
POINTER ()
POKE
SETBIT
WPEEK ()
WPOKE

Math operators		
+	*	↑
-	/	
<<	>>	

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

Data
DATA
READ
RESTORE

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

Disk ^{shortcut}
APPEND
BACKUP
BLOAD
BOOT
BSAVE
BVERIFY
CATALOG \$ ¹
CHDIR
CMD
COLLECT
CONCAT
COPY
DCLEAR
DCLOSE
DELETE
DIR \$ ¹
DIRECTORY \$ ¹
DISK @ ¹
DLOAD
DOPEN
DS ²
DS\$ ²
DSAVE
DVERIFY
ERASE
FORMAT
HEADER
LOAD / ¹
LOCK
MERGE
MKDIR
MOUNT
RECORD
RENAME
RUN
SAVE ← ¹
SCRATCH

Disk
SET
TYPE
UNLOCK
VERIFY

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

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

System
FAST
FREEZER
GO64
INFO
KEY
MONITOR
RSPEED ()
SPEED

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

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

Screen
BACKGROUND
BORDER
C@& ()
CHARDEF
COLOR
CURSOR
FONT
FOREGROUND
PALETTE
POS ()
PRINT
PRINT USING
RCURSOR
RCOLOR ()
RPALETTE ()
RWINDOW ()
SCNCCLR
SPC ()
T@& ()
TAB ()
VSYNC
WINDOW

Sound
ENVELOPE
FILTER
PLAY
RPLAY ()
SOUND
TEMPO
VOL

¹ Direct mode only ² Reserved variable
³ Also boolean operators () Function

