

Flow control	Programming	Memory	Strings	Disk	Input	Graphics	Screen
BEGIN	AUTO ¹	BANK	+	APPEND	GET	BOX	BACKGROUND
BEND	CHANGE ¹	CLR	ASC ()	BACKUP	GETKEY	CHAR	BORDER
CONT	DELETE ¹	DIM	CHR\$ ()	BLOAD	INPUT	CIRCLE	COLOR
DEF FN	EDIT ¹	DMA	INSTR ()	BOOT	JOY ()	DMODE	CURSOR
DO	FIND ¹	EDMA	LEFT\$ ()	BSAVE	LPEN ()	DPAT	FONT
ELSE		FRE ()	LEN ()	BVERIFY	MOUSE	ELLIPSE	FOREGROUND
END	HIGHLIGHT	LET	MID\$ ()	CATALOG	POT ()	GRAPHIC CLR	PALETTE
EXIT	LIST	PEEK ()	RIGHT\$ ()	COLLECT	RMOUSE	LINE	POS ()
FGOSUB	NEW	WPEEK ()		CONCAT		LOADIFF	PRINT
FGOTO	RENUMBER ¹	POINTER ()		COPY		PAINT	PRINT USING
FN ()	TROFF	POKE	Logical operators ³	DCLEAR		PALETTE	RCURSOR
FOR	TRON	WPOKE	AND	DCLOSE		PEN	RCOLOR ()
			NOT	DELETE		PIXEL ()	RPALETTE ()
			XOR			POLYGON	RWINDOW ()
GOSUB				DIR		RGRAPHIC ()	SCNCLR
GOTO				DIRECTORY		RPALETTE ()	SPC ()
IF				DISK		RPEN ()	TAB ()
LOOP				DLOAD		SAVEIFF	WINDOW
NEXT				DOPEN		SCNCLR	
ON				DS ²		SCREEN	
REM				DS\$ ²		VIEWPORT	
RETURN				DSAVE			
RREG				DVERIFY			
RUN				ERASE			
SLEEP				HEADER			
STEP				LIST			
STOP				LOAD			
SYS				LOADIFF			
THEN				MERGE			
UNTIL				RECORD			
USR ()				RENAME			
WAIT				RUN			
WHILE				SAVE			
				SAVEIFF			
				SCRATCH			
				SET			
				TYPE			
				VERIFY			

Memory	Strings	Disk	Input	Graphics	Screen
BANK	+	APPEND	GET	BOX	BACKGROUND
CLR	ASC ()	BACKUP	GETKEY	CHAR	BORDER
DIM	CHR\$ ()	BLOAD	INPUT	CIRCLE	COLOR
DMA	INSTR ()	BOOT	JOY ()	DMODE	CURSOR
EDMA	LEFT\$ ()	BSAVE	LPEN ()	DPAT	FONT
FRE ()	LEN ()	BVERIFY	MOUSE	ELLIPSE	FOREGROUND
LET	MID\$ ()	CATALOG	POT ()	GRAPHIC CLR	PALETTE
PEEK ()	RIGHT\$ ()	COLLECT	RMOUSE	LINE	POS ()
WPEEK ()		CONCAT		LOADIFF	PRINT
POINTER ()		COPY		PAINT	PRINT USING
POKE		DCLEAR		PALETTE	RCURSOR
WPOKE		DCLOSE		PEN	RCOLOR ()
		DELETE		PIXEL ()	RPALETTE ()
		DIR		POLYGON	RWINDOW ()
		DIRECTORY		RGRAPHIC ()	SCNCLR
		DISK		RPALETTE ()	SPC ()
		DLOAD		RPEN ()	TAB ()
		DOPEN		SAVEIFF	WINDOW
		DS ²		SCNCLR	
		DS\$ ²		SCREEN	
		DSAVE		VIEWPORT	
		DVERIFY			
		ERASE			
		HEADER			
		LIST			
		LOAD			
		LOADIFF			
		MERGE			
		RECORD			
		RENAME			
		RUN			
		SAVE			
		SAVEIFF			
		SCRATCH			
		SET			
		TYPE			
		VERIFY			

Logical operators ³
AND
OR
NOT
XOR

Relational operators
<
<=
=
<>
>
>=

Math operators
+
*
↑
-
/

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

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

Time
DT\$ ²
TI ²
TI\$ ²

Data
DATA
READ
RESTORE

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 ()
SAVEIFF	WINDOW
SCNCLR	
SCREEN	
VIEWPORT	

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

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

System
FAST
GO64
KEY
MONITOR
RSPEED ()
SPEED

Secondary
OFF
TO

¹Direct mode only

²Also boolean operators

³Reserved variable

⁰Function