

Arcane Arcade

Command	Name	Usage/Description
	Space	Separates commands from each other. [. > .]
\$	Output	[\$...] will print 50 if the variable [...] is set to 50
.	Variable	Represents an instance of a variable. [..] or [...] are different variables
@.	Constant	Represents an instance of a constant. [@..] or [@...] are different constants
:	Assignment	Setting a variable equal to something. [. : 50]
::	Comparison	
>	Addition	[. > 5] equals 6 if [.] was equal to 1
<	Subtraction	[. < 5] equals -4 if [.] was equal to 1
>>	Multiplication	[. >> 5] equals 5 if [.] was equal to 1
<<	Division	[. << 5] equals 0.2 if [.] was equal to 1
{ } .	Repetition	{[instruction to repeat]} [..] would repeat the instruction 3 times if variable [..] was equal to 3
&	Until	Used in conjunction with repetition. [\$... ! {... : ... > ... : . > ...} & . \:: .. . : 1 .. : 5 ... : 1 : 1] will print 16 (See example below)
()	Previous value of variable	[. : 120 . : 50 \$ (.)] would print 120. No space between command and variable.
	Assuming Where/Given	[\$. . : 1] print variable assuming the future value of variable is 1
!	After	[\$. > .. ! . : 1 .. : 2] would print 3.
~	If - condition checking	[\$... ! ... : . ~ . :: : 0 . : 1 .. : 2] would print 0
,	Else Condition	[\$... ! ... : . , ... : . ~ . :: : 0 . : 1 .. : 2] would print 2
[]	Containment	Functional start and finish
\	Greater than	[\$... ! ... : . ~ . \ .. - ... : .. . : 1 .. : 2] would print 2
/	Smaller than	[\$... ! ... : . ~ . / .. - ... : .. . : 1 .. : 2] would print 1
\::	Greater than or equals to	[\$... ! ... : . ~ . \:: .. - ... : .. . : 1 .. : 2] would print 2
/::	Smaller than or equals to	[\$... ! ... : . ~ . /:: .. - ... : .. . : 1 .. : 2] would print 1
`	Remainder	[\$... ! ... : . ` .. . : 4 .. : 2] would print 0, [\$... ! ... : . ` .. . : 5 .. : 2] would print 5