Category	Action	Max msg	Max msg (alias)
core	Add shred from file with optional args	`add <file> [arg1 arg2 .. ]`	`+ <filepath> [args]`
core	Run chuck file as shred (last file remembered)	`run <file>`	
core	Eval code as shred	`eval <code>`	
core	Remove shred	`remove <shred_id>`	`- <shred_id>`
core	Remove last shred	`remove last`	
core	Remove all shreds	`remove all`	
core	Replace shred	`replace <shred_id> <file>`	`= <shred_id> <file>`
core	List running shreds	`status`	
core	Clear vm	`clear vm`	`reset`
core	Clear globals	`clear globals`	
core	Reset id	`reset id`	
core	Time	`time`	
utility	Set active file attribute (does not run)	`file <path>`	
utility	Set full path to editor attribute	`editor <path>`	
utility	Prevent running shreds when dsp is off	`run_needs_audio`	
utility	Open file in external editor	`edit <path>`	
utility	Probe and list chugins in console	`chugins`	
utility	Get/set loglevel (0-10)	`loglevel & loglevel <n>`	
utility	Get state of chuck vm	`vm`	
utility	Launch chuck docs in a browser	`docs`	
utility	Clear Max console	`clear console`	
variable	Change param value (untyped)	`<name> <value>`	
variable	Dump global variables to console	`globals`	
event	Trigger named event	`sig <name>`	
event	Trigger named event all shreds	`broadcast <name>`	
variable	Set int variable	`set int <name> <value>`	
variable	Set float variable	`set float <name> <value>`	
variable	Set string variable	`set string <name> <value>`	
variable	Set int array	`set int[] <name> v1, v2, ..`	
variable	Set float array	`set float[] <name> v1, v2, ..`	
variable	Set int array indexed value	`set int[i] <name> <index> <value>`	
variable	Set float array indexed value	`set float[i] <name> <index> <value>`	
variable	Set int associative array value	`set int[k] <name> <key> <value>`	
variable	Set float associative array value	`set float[k] <name> <key> <value>`	
callback event	Listen to event (one shot)	`listen <name> or listen <name> 0`	
callback event	Listen to event (forever)	`listen <name> 1`	
callback event	Stop listening to event	`unlisten <name>`	
callback event	Trigger named callback	`sig <name>`	
callback event	Trigger named callback all shreds	`broadcast <name>`	
callback variable	Get int variable	`get int <name>`	
callback variable	Get float variable	`get float <name>`	
callback variable	Get string variable	`get string <name>`	
callback variable	Get int array	`get int[] <name>`	
callback variable	Get float array	`get float[] <name>`	
callback variable	Get int array indexed value	`get int[i] <name> <index>`	
callback variable	Get float array indexed value	`get float[i] <name> <index>`	
callback variable	Get int associative array value	`get int[k] <name> <key>`	
callback variable	Get float associative array value	`get float[k] <name> <key>`	
callback variable	Set int variable	`set int <name> <value>`	
callback variable	Set float variable	`set float <name> <value>`	
callback variable	Set string variable	`set string <name> <value>`	
callback variable	Set int array	`set int[] <name> v1, v2, ..`	
callback variable	Set float array	`set float[] <name> v1, v2, ..`	
callback variable	Set int array indexed value	`set int[i] <name> <index> <value>`	
callback variable	Set float array indexed value	`set float[i] <name> <index> <value>`	
callback variable	Set int associative array value	`set int[k] <name> <key> <value>`	
callback variable	Set float associative array value	`set float[k] <name> <key> <value>`	