Command	Sub Command (if applicable)		Arguments		
background	color		Color [color]	Opacity	
background	load		id	File	Colorkey [color]
background	offsets		id	x [offset,float]	y [offset,float]
background	speeds		id	x [factor,float]	y [factor,float]
player	[entrance]		x [offset,int]	y [offset,int]	
sound	music load		File	Volume	Loop Pos
sound	music play		Loop Pos	Volume	Dphase

Standard Args

color	HTML notation (ex: #ff0000 for red)
dphase	0 for the original track; 1+ for alternates
entrance	-1 for main, 0+ for sub entrance #
factor	Percent of a speed / 100 (ie, $0.5 \rightarrow 50\%$)
file	Found in images/backgrounds
id	0 & 1 right now
loop pos	0.0 for the beginning of a track
offset	Tiles (relative to level origin)
opacity	0-255 (0 = invisible, 255 = opaque)
volume	0-128