# Functions

## System

* reset(): Resets the system
* returnValue(which)
* setBlockPosition(which, x, y)
* spawnBlock(attributes)

## For Modules

* loadHTMLTemplate(path, onload)
* loadCSSFile(path)
* loadScriptFile(path, onload)
* registerJSRender(name, which)
* registerTicker(which)
* fillEmptyChars