Command	Arg	Arg	Arg	Arg	Arg	Description		
CLS						Clears the screen	current position = (0,0)	
MOVE	X	Y				Move cursor to position	position becomes current	
DRAW	X	Y				Draw a line from current cursor position to given position, in current color		
PIXEL	X	Y				Draw a pixel at given position in current color		
RECT	X	Y	W	H	Mode	Draw a rectangle at given position, given width and given height	Mode = 0 :: no fill	
							Mode = 1 :: fill	
CIRCLE	X	Y	R	Mode		Draw a cicle with given middle-point anf given radius		
TRIANGLE	X	Y	X2	Y2	Mode	Draw a triangle at current position, given positions	Mode = 0 :: no fill	
							Mode = 1 :: fill	
COLOR	FG					Set foreground color		not background color setting yet
PALETTE	ID	COLOR				Set palette index to color (max 256 indexes)		
REFRESH						Refreshes display when not in autorefresh		
SANE						Resets the display to default state		
VDU	VMODE					Set VDU mode	VMODE: inverse logic	=> VDU 0 == autorefresh + autoscroll + cursor visible
								when off(1): you have to take care of display refreshes
							bit8 :: autorefresh	through REFRESH command
							bit2 :: autoscroll	when off(1): display will not scrollup text
							bit1 :: cursor visibility	when off(1): cursor is not visible
SILENCE						Stop playing	queue will be emptied	
PLAY	NOTE	DUR				Play note with duration	note added to queue	
WAIT	$D03F	1				Wait for completion of playing	wait for queue = empty	

Max	
X	320
Y	240
W	320
H	240

COLOR	default palette
0	BLACK
1	RED
2	GREEN
3	YELLOW
4	BLUE
5	ORANGE
6	MAGENTA
255	WHITE