

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 circle with given middle-point and 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		
PALETTE	ID	COLOR				Set palette index to color (max 256 indexes)		not background color setting yet
REFRESH						Refreshes display when not in autorefresh		
SANE						Resets the display to default state		
VDU	VMODE					Set VDU mode	VMODE: inverse logic bit8 :: autorefresh bit2 :: autoscroll bit1 :: cursor visibility	=> VDU 0 == autorefresh + autoscroll + cursor visible when off(1): you have to take care of display refreshes through REFRESH command when off(1): display will not scrollup text when off(1): cursor is not visible
SILENCE						Stop playing		
PLAY	NOTE	DUR				Play note with duration	queue will be emptied 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