Topics for SukiGD Manual:

1. Compiler
   1. The read function
   2. The parse function
   3. The syntax checker
   4. How to edit the compiler
2. Godot Interpreter
   1. The functions
      1. \_ready()
      2. \_process()
      3. read(filename)
      4. nextLine()
      5. statement()
      6. call(label)
      7. jump(label)
      8. push(label)
      9. pushList(l)
      10. Show(s)
      11. Hide(s)
      12. hideAll()
      13. dialogue(s)
      14. adialogue(s)
      15. centered(index)
      16. rollingDisplay(index)
      17. Scene(s)
      18. end()
      19. variable(s)
      20. get(variable)
      21. option(o)
      22. menu()
      23. menu\_interact(o)
      24. window(s)
      25. play(s)
      26. \_on\_root\_lineFinished()
   2. Data Storage
      1. Label Dictionary
      2. Variables Dictionary
      3. Menu Dictionary
      4. The Stack
      5. Current Line Storage
   3. Switches
   4. Options
      1. Text Speed
      2. Auto Speed
      3. path\_to\_folder
      4. currentScript
   5. Signals
   6. Node Structure
      1. Characters
      2. Scenes
      3. Dialogue Box
3. Installation Procedures
4. Updating to new versions
5. Usage
   1. Writing scripts- foreword
   2. The instructions
      1. Label
      2. Call
      3. Jump
      4. Scene
      5. Show
      6. Hide
      7. Window
      8. Action
      9. Dialogue
      10. Centered Dialogue
      11. Anonymous Dialogue
      12. Menu
          1. Option
          2. End
      13. Play
      14. Var