# **Forth Server Pages**



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## Data types

An information and stack unit has width 64 bit with sign

#### Stacks

There are two stacks in the FSP, the arithmetical stack and the return stack.

## User definited words

New words are defined by a user with ":" and ";" words. Name of new words must not concur with names of predefined words, in the case the new defined words will be ignored.

#### Variables

There are two kinds of variables: global variables and local variables. The global variables exist during all work period of program and accessible in any part of the program. The local variables can be used in user-defined words only.

| Word       | Arith. Stack                | Return stack | Reference                                        |
|------------|-----------------------------|--------------|--------------------------------------------------|
| 1+         | Int_1 ≤ int_2               |              | The increment of the AS                          |
|            |                             |              | top.                                             |
| 1-         | Int_1 ≤ int_2               |              | The decrement of the AS                          |
|            |                             |              | top.                                             |
| +          | Int_1 int_2 \subseteq int_3 |              | To add two top values from                       |
|            |                             |              | AS and put the result onto                       |
|            |                             |              | the top.                                         |
| -          | Int_1 int_2                 |              | To subtract the AS top                           |
|            |                             |              | from the second value and                        |
|            |                             |              | the result to put onto the                       |
|            |                             |              | AS.                                              |
| *          | Int_1 int_2 ≤ int_3         |              | To multiply two top values                       |
|            |                             |              | from AS and put the result                       |
|            |                             |              | onto the top.                                    |
| /          | Int_1 int_2 ≤ int_3         |              | To divide the second AS                          |
|            |                             |              | value by the AS top and to                       |
|            |                             |              | put the result onto the AS.                      |
| AND        | Int_1 int_2    int_3        |              | The bitwise AND operation                        |
|            |                             |              | on the first and the second                      |
|            |                             |              | values of the AS.                                |
| OR         | Int_1 int_2    int_3        |              | The bitwise OR operation                         |
|            |                             |              | on the first and the second                      |
| 77.0.7     |                             |              | values of the AS.                                |
| XOR        | Int_1 int_2 ≤ int_3         |              | The bitwise XOR operation                        |
|            |                             |              | on the first and the second                      |
| Nom        | 7 . 4                       |              | values of the AS.                                |
| NOT        | Int_1 \subseteq int_2       |              | The bitwise NOT operation                        |
| LOCAL      |                             |              | on the top value of the AS.                      |
| LOCAL      |                             |              | To reserve a place for a local variable with the |
|            |                             |              | specified name.                                  |
| L!         | Int addr int ≤              |              | To write the second AS                           |
| L:         | Int addi_int &              |              | value to the local variable                      |
|            |                             |              | with the name on the AS                          |
|            |                             |              | top.                                             |
| L@         | Addr int ≤ int              |              | To place the value from a                        |
| Le         | Addi_int & int              |              | local variable onto the AS                       |
|            |                             |              | stack.                                           |
| DATE BREAK | Date_Int ≤ dd mm yyyy       |              | To extract day-month-year                        |
| DITE_DREAM | Zate_int z du mm yyyy       |              | value from the packed date                       |
|            |                             |              | value on the top of AS.                          |
| DATE PACK  | Dd mm yyyy                  |              | To pack day-mont-year                            |
|            | _ u                         |              | data in the AS top to a                          |
|            |                             |              | packed date value and to                         |

|              | 1                                         | place it onto the AS top.                                   |
|--------------|-------------------------------------------|-------------------------------------------------------------|
| DATETIME     |                                           | To put on the AS top                                        |
| TIME BREAK   | Int ≠ hh mm ss                            | current date-time value.  To extract hour-minute-           |
| TIVIE_DREAK  | The 25 Hill Hill SS                       | seconds from a packed date                                  |
| CENTRAL      | B. C. | value in the AS top.                                        |
| SETHH        | Date_int int ≤ date_int                   | To change the hour value in the packed date value in the    |
|              |                                           | second element. New hour                                    |
| CITIZED OF E |                                           | value in the top of the AS.                                 |
| SETMM        | Date_int int ≥ date_int                   | To change the minute value in the packed date value in      |
|              |                                           | the second element. New                                     |
|              |                                           | minute value in the top of                                  |
| SETSS        | Date_int int ≤ date_int                   | the AS.  To change the seconds                              |
| 52155        |                                           | value in the packed date                                    |
|              |                                           | value in the second element.                                |
|              |                                           | New seconds value in the top of the AS.                     |
| WEEKDAY      | Date_int ≠ int                            | To extract the weekday                                      |
|              |                                           | number onto the AS top. (0<br>– the Sunday, 6 – the         |
|              |                                           | Saturday)                                                   |
| EMIT         | Int ∞                                     | Out the byte from the AS                                    |
| SETINPSTREAM | Int ≪                                     | top to the current stream.  Set the current input           |
| SETINISTREAM | Tht 2                                     | stream: 0 – the socket, 1 – a                               |
|              |                                           | opened input file. 2 –                                      |
|              |                                           | current input stream from<br>a database. 3 – the user       |
|              |                                           | socket.                                                     |
| SETOUTSTREAM | Int ≥                                     | Set the current output                                      |
|              |                                           | stream: 0 – the buffer<br>(default), 1 – the socket, 2 –    |
|              |                                           | the server console, 3 – the                                 |
|              |                                           | opened output file, 4 – an                                  |
| RD BYTE      | waittime ≠ int                            | user socket.  Read a byte from current                      |
|              | waterine 2 me                             | input stream and put it                                     |
|              |                                           | onto the As top. Waittime – time out of waiting of data.    |
|              |                                           | If the stream is empty, -1                                  |
|              |                                           | will be placed onto the AS                                  |
| RD STR       | Waittime str_indx ≠ 0  -1                 | top.  Read a string from current                            |
| ILD_STR      | Waterine Str_inux 2 0   1                 | input stream to the string                                  |
|              |                                           | with the number on the AS                                   |
|              |                                           | top. Waittime – time out of waiting of data.                |
|              |                                           | If the stream is empty, -1                                  |
|              |                                           | will be placed onto the AS top, else 0.                     |
| HEREI        | ≥ int                                     | Place onto the AS top                                       |
|              |                                           | current size of global<br>variable area.                    |
| S2HTML       | Str_indx ≤ str_indx                       | Format a string to HTML                                     |
|              |                                           | compatible format.                                          |
| S2SQL        | Str_indx                                  | Format a string to SQL compatible format.                   |
| I,           | Int €                                     | Increase global memory                                      |
|              |                                           | area and write the AS top                                   |
| CHR+         | Str_indx int ≤                            | to the area.  Add the symbol (with the                      |
|              |                                           | code on the AS top) to the                                  |
|              |                                           | string with the index in the second AS value.               |
| TKN_SET      | Str_indx int & tkn_indx                   | To create a tokenizer for a                                 |
| _            |                                           | string with the index in the                                |
|              |                                           | second AS value. The code<br>of delimiter char in the first |
|              |                                           | value. After the operation                                  |
|              |                                           | you have the delimiter                                      |
|              | 1                                         | index in the top AS.                                        |

| TKN_SYT   Tkn_indx ≈ f_indx ≈   Frace next token from a string on the token ident in the second value to the string on the top.                                                                                                                                                                                                                                                                                                                                                                                                                                                                                                                                                                                                                                                                                                                                                                                                                                                                                                                                                                                                                                                                                                                                                                                                                                                                                                                                                                                                                                                                                                                                                                                                                                                                                                                                                                                                                                                                                                                                                                                               | TOWARD A NATION  |                                              | _        |                               |
|-------------------------------------------------------------------------------------------------------------------------------------------------------------------------------------------------------------------------------------------------------------------------------------------------------------------------------------------------------------------------------------------------------------------------------------------------------------------------------------------------------------------------------------------------------------------------------------------------------------------------------------------------------------------------------------------------------------------------------------------------------------------------------------------------------------------------------------------------------------------------------------------------------------------------------------------------------------------------------------------------------------------------------------------------------------------------------------------------------------------------------------------------------------------------------------------------------------------------------------------------------------------------------------------------------------------------------------------------------------------------------------------------------------------------------------------------------------------------------------------------------------------------------------------------------------------------------------------------------------------------------------------------------------------------------------------------------------------------------------------------------------------------------------------------------------------------------------------------------------------------------------------------------------------------------------------------------------------------------------------------------------------------------------------------------------------------------------------------------------------------------|------------------|----------------------------------------------|----------|-------------------------------|
| TKN_?  Tkn_indx ≠ [-1]0]  Tkn_indx = str_indx   Str_indx  | TKN_NXT          | Tkn_indx str_indx ≰                          |          | Place next token from a       |
| TRN. 2  Trn. indx ≈ [-1]0]  Check tokenizer. If the tokenizer is empty then 0 will be placed, else = 1.  It:!  Addr_int ≈                                                                                                                                                                                                                                                                                                                                                                                                                                                                                                                                                                                                                                                                                                                                                                                                                                                                                                                                                                                                                                                                                                                                                                                                                                                                                                                                                                                                                                                                                                                                                                                                                                                                                                                                                                                                                                                                                                                                                                                                     |                  |                                              |          |                               |
| TKN.?  Tkn.indx ≈ [-1 0]  Addr_int ≥                                                                                                                                                                                                                                                                                                                                                                                                                                                                                                                                                                                                                                                                                                                                                                                                                                                                                                                                                                                                                                                                                                                                                                                                                                                                                                                                                                                                                                                                                                                                                                                                                                                                                                                                                                                                                                                                                                                                                                                                                                                                                          |                  |                                              |          |                               |
| The part of the control of the con  | TKN 9            | Tkn indv ~ [-1 0]                            |          |                               |
| 11:   Addr_int ≠   Increment of a cell in global memory area with the index on the AS top.                                                                                                                                                                                                                                                                                                                                                                                                                                                                                                                                                                                                                                                                                                                                                                                                                                                                                                                                                                                                                                                                                                                                                                                                                                                                                                                                                                                                                                                                                                                                                                                                                                                                                                                                                                                                                                                                                                                                                                                                                                    | *******          | 1 KII_IIIUX 🕾 [-1 V]                         |          |                               |
| Str_indx   |                  |                                              |          |                               |
| S! Str_src str_dst ≠  S! Str_indx substr, indx ≠ str_indx [pos_int -1]  CHR  Int str_indx ≠ str_indx [pos_int -1]  CHR  Int str_indx ≠ str_indx  S_UC  Str_indx substr, indx ≠ str_indx  S_UC  Str_indx ≤ str_indx  S_UC  Str_indx ≤ str_indx  S_UC  Str_indx int ≠ str_indx  S_UC  S_AT  Str_indx int = str_indx  S_UC  S_AT  Str_indx int = str_indx  S_UC  S | 1+!              | Addr int ≪                                   |          |                               |
| S! Str_src str_dst ≥  S.PS   Str_indx substr_indx ≥ str_indx   Find a substring in a string.  S.PS   Str_indx substr_indx ≥ str_indx   Find a substring in a string. If the substring in the past of the string in the AS top. If the substring in the AS top. If the position is non in the string in the AS top. If the position is non in the string in the AS top. If the position is non in the string onto the AS top. If the position is non in the string in the AS top. If the position is non in the string in the AS top. If the position is non in the string in the AS top. If the position is non in the string in the AS top. If the position is non in the string in the AS top. If the position is non in the string in the AS top. If the position is non in the string in the AS top. If the position is non in the string in the AS top. If the position is non in the string in the AS top. If the position is non in the string in the AS top. If the position is non in the string in the AS top. If the position is non in the string in the AS top. If the position is non in the string in the AS top. If the position is non in the string in the AS top. If the position is non in the string in the AS top. If the position is non in the string in the AS top. If the position is non in the string in the AS top. If the position is non in the string in the AS top. If the position is non in the string in the AS top. If the position is non in the string in the AS top. If the AS top. I | <b>1</b>         | int a                                        |          |                               |
| S! Str_indx substr_indx ≠ str_indx  S.PS   Str_indx substr_indx ≠ str_indx  [pos_int]-1]   Find a substring has been found then its position is placed onto the AS top else.  CHR   Int str_indx ≠ str_indx   Uppercase operation for the string in the AS top.  S.LC   Str_indx ≠ str_indx   Lowercase operation for the string in the AS top.  S.AT   Str_indx int ≠ str_indx   Lowercase operation for the string in the AS top.  S.LN   Str_indx ≠ str_indx   Lowercase operation for the string in the AS top.  S.LN   Str_indx ≠ str_indx   Put a character code from the string onto the AS top.  S.TR   Str_indx ≠ str_indx   Trim operation for the string in the AS top.  S.SB   Str_sre str_dest start_pos length ≠ string to other string.  S.SB   Str_sre str_dest start_pos length ≠ string to other string.  I.EAVE     Copy a substring from a string to other string.  I.EAVE     The beginning of an IF-BLSE to explicate the string in the AS top.  THEN     The beginning of an IF-BLSE to explicate the string in the AS top.  S.   Str_indx ≠ str_indx   Put the string from the AS top into the current stream.  S.   Str_indx ≠ str_indx   Put the string from the AS top into the current stream.  S.   Str_indx ≠ str_indx   Put the string from the AS top into the current stream.  S.   Str_indx ≠ str_indx   Put the string from the AS top into the current stream.  S.   Str_indx ≠ str_indx   Put the string from the AS top into the current stream.  S.   Str_indx ≠ str_indx   Put the string from the AS top into the current stream.  S.   Str_indx ≠ str_indx   Put the string from the AS top.  DROPALL   [a] ≠                                                                                                                                                                                                                                                                                                                                                                                                                                                                       |                  |                                              |          |                               |
| S_PS  Str_indx substr. indx ≠ str_indx  [pos_int]-1]  Find a substring in a string. If the substring has been found then its position is placed onto the AS top else1.  S_UC  Str_indx ≠ str_indx  S_LC  Str_indx ≠ str_indx  S_LC  Str_indx int ≠ str_indx  S_LT  Str_indx int ≠ str_indx   Lupercase operation for the string in the AS top. If the position is non in the string onto the AS top. If the position is non in the string onto the AS top. If the position is non in the string onto the AS top. If the position is non in the string broders then -1 will be placed.  S_LN  Str_indx ≠ str_indx  S_TR  Str_indx ≠ str_indx  S_TR  Str_indx ≠ str_indx  S_TR  Str_src str_dest start_pos length ≠ String in the AS top.  S_SB  Sit_src str_dest start_pos length ≠ String in the AS top.  If the substring in the AS top. If the substring in the AS top. If the substring in the AS top. If the substring in the AS top. If the substring in the AS top. If the substring in the AS top. If the substring in the AS top. If the substring in the AS top. If the substring in the AS top. If the substring in the AS top. If the substring in the AS top. If the substring in the AS top. If the substring in the AS top. If the substring in the AS top. If the substring in the AS top. If the substring in the AS top. If the substring in the AS top. If the substring in the AS top. If the substring in the AS top. If the substring in the AS top. If the substring in the AS top. If the substring in the AS top. If the substring in the AS top. If the substring in the AS top in the AS top in the AS top. If the substring in the AS top in the AS top. If    | S!               | Str src str dst 🗷                            |          |                               |
| S_PS    Str_indx substr indx ≠ str_indx   Find a substring in a string. If the substring has been found then its position is placed onto the AS top else   -1.                                                                                                                                                                                                                                                                                                                                                                                                                                                                                                                                                                                                                                                                                                                                                                                                                                                                                                                                                                                                                                                                                                                                                                                                                                                                                                                                                                                                                                                                                                                                                                                                                                                                                                                                                                                                                                                                                                                                                                |                  | 501_510 501_d50 &                            |          |                               |
| The substring has been found then its position is placed onto the AS top else -1.                                                                                                                                                                                                                                                                                                                                                                                                                                                                                                                                                                                                                                                                                                                                                                                                                                                                                                                                                                                                                                                                                                                                                                                                                                                                                                                                                                                                                                                                                                                                                                                                                                                                                                                                                                                                                                                                                                                                                                                                                                             | S PS             | Str indx substr indx                         |          |                               |
| CHR Int str_inds ≠ str_indx  S_UC Str_indx ≠ str_indx  S_LC Str_indx ≠ str_indx  S_LC Str_indx ≠ str_indx  S_LC Str_indx int int ≠ str_indx  S_LC Str_indx int int ≠ str_indx  S_LC Str_indx int                                                                                                                                                                                                                                                                                                                                                                                                                                                                                                                                                                                                                                                                                                                                                                                                                                                                                                                                                      | _                |                                              |          |                               |
| CHR  Int str indx ≠ str indx  S_UC  Str_indx ≠ str_indx  S_LC  Str_indx ≠ str_indx  S_LC  Str_indx ≠ str_indx  S_LC  Str_indx int ≠ str_indx [-1]int]  S_AT  Str_indx int ≠ str_indx [-1]int]  S_AT  Str_indx int ≠ str_indx [-1]int]  S_AT  Str_indx int ≠ str_indx [-1]int]  S_LN  Str_indx ≠ int  S_LN  Str_indx ≠ str_indx  S_LN  S_LN  Str_indx ≠ str_indx  S_LN  Str_indx ≠ str_indx  S_LN  Str_indx ≠ str_indx  S_LN  S_LN  Str_indx ≠ str_indx  S_LN  Str_indx ≠ str_indx  S_LN  S_LN  Str_indx ≠ str_indx  S_LN  S_L |                  |                                              |          |                               |
| S_UC   Str_indx ≥ str_indx   Uppercase operation for the string in the AS top.  S_LC   Str_indx ≥ str_indx   Uppercase operation for the string in the AS top.  S_AT   Str_indx int ≥ str_indx [-1]int]   Put a character code from the string object the string ont the AS top.  S_AT   Str_indx ≥ str_indx   Put the string into the AS top. If the position is non in the string object the -1 will be placed.  S_LN   Str_indx ≥ str_indx   Put the string length onto the AS top.  S_TR   Str_indx ≥ str_indx   Trim operation for the string in the AS top.  S_TR   Str_indx ≥ str_indx   Trim operation for the string in the AS top.  S_SB   Str_src str_dest start_pos length ≥   Copy a substring from a string to other string. If the substring length is less than 0 then the string in the AS top is equivalent 0 then in the substring length is less than 0 then the string will be copied to the end.  ILEAVE      ILEAVE      The beginning of an IF-  ELSE   THEN construction.  If the value in the AS top is equivalent 0 then jump to be LISE else to process words after IF.  The ending of an IF-  ELSE      The ending of an IF-ELSE THEN construction.  S_   Str_indx ≥   Put the value from the AS top into the current stream.  S_   Str_indx ≥   Str_indx ≥   Put the string from the AS top into the current stream.  S_   Str_indx ≤   Str_indx ≥   Str_indx   Concatenate two strings and to place the result in the first string.  DROPALL   [a] ≥   Clear all the AS stack.  DROP   Int ≥   [a] ≥   Clear the RS stack.  DROP   Int ≥   Int_1     Duplicate of the AS top.  DUPR   Int_1 int_2 ≥   Int_1   Int_1     Swapt the two top values in the AS   Int_1   Int_2   Int_1   Int_1   Int_1   Int_2   Int_3   Int_1   Int_4             |                  |                                              |          | placed onto the AS top else   |
| S_UC  Str_indx ≈ str_indx  Str_indx ≈ str_indx [-1 int]  S_AT  Str_indx int ≈ str_indx [-1 int]  S_LN  Str_indx ≈ int  S_LN  Str_indx ≈ str_indx  S_LN  Str_indx ≈ str_indx  S_LN  Str_indx ≈ str_indx  S_LN  Str_indx ≈ str_indx  Str_indx ≈ str_indx  S_Trim operation for the string in the AS top.  S_BB  Str_src str_dest start_pos length ≈ string in the AS top.  S_BB  Str_src str_dest start_pos length ≈ string to other string. If the substring length is less than 0 then the string will be copied to the end.  IF  Int ≈  Int ≈  Int ≈  Str_indx ≈ str_indx  The beginning of an IF-  ELSE                                                                                                                                                                                                                                                                                                                                                                                                                                                                                                                                                                                                                                                                                                                                                                                                                                                                                                                                                                                                                                                                                                                                                                                                                                                                                                                                                                  |                  |                                              |          | -1.                           |
| S_LC  Str_indx ≈ str_indx  Str_indx ≈ str_indx [-1]int]  S_AT  Str_indx int ≈ str_indx [-1]int]  S_LN  Str_indx ≈ int  Str_indx ≈ int  S_LN  Str_indx ≈ int  Str_indx ≈ int  S_LN  Str_indx ≈ int  S_LN  Str_indx ≈ str_indx  Trim operation for the string in the AS top.  Copy a substring from a string to other string, if the substring length onto the AS top.  S_SB  Str_src str_dest start_pos length ≈ string to other string. If the substring length is less than 0 then the string will be copied to the end.  LEAVE   Int ≈   The beginning of an IF- ELSE TIEN construction.  If the value in the AS top is equivalent 0 then jump to ELSE else to process words after IF.  The ending of an IF-ELSE TIEN construction.  S.  Str_indx ≈   Str_indx     | CHR              | Int str_indx ≤ str_indx                      |          |                               |
| S_LC  Str_indx ≈ str_indx  Str_indx ≤ str_indx [-1]int]  S_AT  Str_indx int ≈ str_indx [-1]int]  S_LN  Str_indx ≈ int  S_LN  Str_indx ≈ int  S_LN  Str_indx ≈ str_indx  Str_indx ≈ str_indx  Trim operation for the string in the AS top.  Copy a substring from a string to other string. If the substring length is less than 0 then the string will be copied to the each  S_LEAVE   Int ≈  Int ≈  Int ≈  Int ≈  S_LEAVE   Int ≈  Int ≈  S_LEAVE   Int ≈  Int ≈  Int ≈  S_LEAVE   Int ≈  Int   ≈  Int   ≈  Int   ≈  Int   ≈  Int   ≈  Int   ≈  Int   ≈  Int   ≈  Int   ≈  Int   ≈  Int   ≈  Int   ≈  Int   ≈  Int   ≈  Int   ≈  Int   ≈  Int   ≈  Int   ≈  Int   ≈  Int   ≈  Int   ≈  Int   ≈  Int   ≈  Int   ≈  Int   ≈  Int   ≈  Int   ≈  Int   ≈  Int   ≈  Int   ≈  Int   ≈  Int   ≈  Int   ≈  Int   ≈  Int   ≈  Int   ≈  Int   ≈  Int   ≈  Int   ≈  Int   ≈  Int   ≈  Int   ≈  Int   ≈  Int   ≈  Int   ≈  Int   ≈  Int   ≈  Int   ≈  Int   ≈  Int   ≈  Int   ≈  Int   ≈  Int   ≈  Int   ≈  Int   ≈  Int   ≈  Int   ≈  Int   ≈  Int   ≈  Int   ≈  Int   ≈  Int   ≈  Int   ≈  Int   ≈  Int   ≈  Int   ≈  Int   ≈  Int   ≈  Int   ≈  Int   ≈  Int   ≈  Int   ≈  Int   ≈  Int   ≈  Int   ≈  Int   ≈  Int   ≈  Int   ≈  Int   ≈  Int   ≈  Int   ≈  Int   ≈  Int   ≈  Int   ≈  Int   ≈  Int   ≈  Int   ≈  Int   ≈  Int   ≈  Int   ≈  Int   ≈  Int   ≈  Int   ≈  Int   ≈  Int   ≈  Int   ≈  Int   ≈  Int   ≈  Int   ≈  Int                    | S_UC             | Str_indx ≤ str_indx                          |          |                               |
| S_AT  Str_indx int ≈ str_indx [-1 int]  Put a character code from the string onto the AS top. If the position is non in the AS top. If the position is non in the string borders then -1 will be placed.  S_LN  Str_indx ≈ int  Put the string length onto the AS top.  Trim operation for the string in the AS top.  S_SB  Str_src str_dest start_pos length ≈   S_SB  Str_src str_dest start_pos length ≈   If  Int ≈   Int ≈   The beginning of an IF- ELSF-THEN construction.  If the value in the AS top is equivalent 0 then the string will be copied to the end.  The beginning of an IF- ELSF-THEN construction.  If the value in the AS top is equivalent 0 the intensity of the property of the end.  The beginning of an IF- ELSF-THEN construction.  If the value from the AS top is equivalent 0 the intensity of the end.  The ending of an IF-ELSF-THEN construction.  S_C   Str_indx ≈   Put the value from the AS top into the current stream.  S_C   Str_indx ≈   Put the string from the AS top into the current stream.  Concatenate two strings and to place the result in the first string.  DROPALL   Int ≈   DROPALL   Int ≈   Int 1 ≈   Int 1 ≈   Remove the AS top.  DUPR   Int 1 ≈   Int 1 1 int 1   Swap the two top values in the AS.  Put the string.  Int 1 int 1   Swap the two top values in the AS.  Put Int 1 int 1   Swap the two top values in the AS.  Int 1 int 2 int 1 int 1   RP   Int 1 ≈   Int 1 int 2 int 1   RP   Int 1 ≈   Int 1 int 2 int 1   RP   Int 1 ≈   Int 1 int 2 int 1   RP   Int 1 ≈   Int 1 int 2 int 1   RP   Int 1 ≈   Int 1 int 2 int 1   Copy the RS top to the AS top.  Int 1 ≈   Int 1 ≈   Int 1 ≈   Int 1 ≈   Int 1 =   Compare the AS top with                                                                                                                                                                                                                                                                                                                                                                                                              |                  |                                              |          |                               |
| S_AT  Str_indx int ≈ str_indx [-1 int]  But a character code from the string not the AS top. If the position is non in the string borders then—I will be placed.  S_LN  Str_indx ≈ int  Str_indx ≈ str_indx  STR  Str_indx ≈ str_indx  STR  Str_indx ≈ str_indx  STR  Str_indx ≈ str_indx  STR  Str_indx ≈ str_indx  STr inn operation for the AS top.  Copy a substring from a string to other string. If the substring length is less than 0 then the string will be copied to the end of the number of the string will be copied to the number of the string will be copied to the number of the string will be copied to the number of the string will be copied to the number of the string will be copied to the number of the string will be copied to the number of the string will be copied to the number of the string will be copied to the number of the string will be copied to the number of the string will be copied to the number of the string will be copied to the number of the string will be copied to the number of the string will be copied to the number of the string will be copied to the number of the string will be copied to the number of the string will be copied to the number of the string will be copied to the number of the string will be copied to the number of the string will be copied to the string will be copied to the string will be copied to the string the string to the string will be copied to the string will be copied to the string the string to the string will be copied to the st | S_LC             | Str_indx 🗷 str_indx                          |          |                               |
| S_LN  Str_indx ≥ int  Str_indx ≥ str_indx  STR  Str_indx ≥ str_indx  S_SB  Str_src str_dest start_pos length ≥ string longth is less than 0 then the AS top.  S_SB  Str_src str_dest start_pos length ≥ string longth is less than 0 then the string length is less than 0 then the string will be copied to the end.  IEAVE  IF  Int ≥ The beginning of an IF-ELSE trill En construction. If the value in the AS top is equivalent 0 then jump to be ELSE to the process words after IF.  The ending of an IF-ELSE trill En construction. If the value in the AS top is equivalent 0 then jump to be ELSE to the process words after IF.  The ending of an IF-ELSE trill En construction.  ELSE  Int ≥ Put the value from the AS top into the current stream.  S_ Str_indx ≥ str_indx  Put the value from the AS top into the current stream.  S_ Put the string from the AS top into the current stream.  S_ Str_indx str_indx2 ≥ str_indx  S_ Put the string from the AS top into the current stream.  S_ Concatenate two strings and to place the result in the first string.  DROPALL  DROPALL  [a] ≥ Clear all the AS stack  Remove the AS top.  DUP  Int                                                                                                                                                                                                                                                                                                                                                                                                                                                                                                                                                                                                                                                                                                                                                                                                                                                                                                                                                               | a . <del>-</del> | 9                                            | <u> </u> |                               |
| S_LN  Str_indx ≥ int  Str_indx ≥ int  S_LN  Str_indx ≥ int  S_TR  Str_indx ≥ str_indx  S_TR  Str_indx ≥ str_indx  S_TR  Str_indx ≥ str_indx  S_SB  Str_src str_dest start_pos length ≥ S_SB  Str_indx ≥ S_SB  Str_ind ≥ S_SB  Str_ind ≥ S_SB  Str_ind ≥ S_SB  Str_ind ≥ S_SB  The beginning of an IF-ELSE-THEN construction. If the value in the AS top.  S_SB  The ending of an IF-ELSE-THEN construction.  S_SB  Str_indx ≥ S_SB  Str_ | S_AT             | Str_indx int \( \noting \) str_indx [-1 int] |          |                               |
| S_LN Str_indx ≥ int S_TR Str_indx ≥ str_indx S_TR Str_indx ≥ str_indx S_SB Str_sre str_dest start_pos length ≥ S_SE Str_sre str_dest start_pos length ≥ S_S_SE Str_sre str_dest start_pos length ≥ S_S_S |                  |                                              |          |                               |
| S_LN   Str_indx \notin t int   Put the string length onto the AS top.  S_TR   Str_indx \notin str_indx   Trim operation for the String in the AS top.  S_SB   Str_src str_dest start_pos length \notin string in the AS top.  S_SB   Str_src str_dest start_pos length \notin string in the AS top.  S_SB   Str_src str_dest start_pos length \notin string to other string. If the substring length is less than 0 then the string will be copied to the end.  LEAVE     The beginning of an IF- ELSE THEN construction. If the value in the AS top is equivalent 0 then jump to be LSE else to process words after IF.  The ending of an IF-ELSE  THEN   The ending of an IF-ELSE THEN construction.  ELSE     The ending of an IF-ELSE THEN construction.  ELSE     The ending of an IF-ELSE THEN construction.  S_ Str_indx \notin   Put the value from the AS top into the current stream.  S_   Str_indx \notin   Put the value from the AS top into the current stream.  S_   Str_indx \notin   Put the string from the AS top into the current stream.  S_   Str_indx \notin   Put the string from the AS top into the current stream.  S_   Str_indx \notin   Put the string from the AS top into the current stream.  S_   Str_indx \notin   Put the string from the AS top into the current stream.  S_   Str_indx \notin   Put the string from the AS top into the current stream.  S_   Str_indx \notin   Put the string from the AS top into the Current stream.  S_   Put the string from the AS top into the Current stream.  S_   Put the string from the AS top into the Current stream.  S_   Put the string from the AS top into the current stream.  S_   Put the string from the AS top into the Current stream.  S_   Put the string from the AS top into the AS top into the Current stream.  S_   Put the string from the AS top into the AS top into the AS top into the AS top.  Put the string to the AS top into the AS top into the AS top.  Put the string to the AS top with the AS top with the AS top into the AS top.  Put the string to the AS top with the put the substring             |                  |                                              |          |                               |
| S_LN  Str_indx ≥ int   Put the string length onto the AS top.  S_TR  Str_indx ≥ str_indx  Str_indx ≥ str_indx  Trim operation for the string in the AS top.  Copy a substring from a string to other string. If the substring length is less than 0 then the string will be copied to the end.  LEAVE  IF  Int ≥  Int ≥  Int ≥  Int ≥  Str_indx ≥  Int   Int ≥  Int   Int   Int   Int    Swap the two top values in the AS top.  Swap the two top values in the AS top.  Int   Int   Int   Int   Int   Int   Int   Int    ROT  Int   Int   Int   Int   Int   Int   Int   Int    ROT  Int   Int   Int   Int   Int   Int   Int   Int    ROT  Int   Int   Int   Int   Int   Int   Int   Int    ROT  Int   Int   Int   Int   Int   Int   Int   Int    ROT  ROT  Int   Int   Int   Int   Int   Int   Int   Int    ROT  ROP  Int   Int   Int   Int   Int   Int   Int   Int    ROT  Int   Int   Int   Int   Int   Int   Int   Int    ROT  Int   Int   Int   Int   Int   Int   Int   Int    ROT  Int   Int   Int   Int   Int   Int   Int   Int    ROT  Int   Int   Int   Int   Int   Int   Int   Int    ROT  Int   Int   Int   Int   Int   Int   Int   Int    ROT  Int   Int   Int   Int   Int   Int   Int   Int    ROT  Int   Int   Int   Int   Int   Int   Int   Int   Int    ROT  Int   Int   Int   Int   Int   Int   Int   Int   Int    ROT  Int   Int   Int   Int   Int   Int   Int   Int   Int    ROT  Int   Int   Int   Int   Int   Int   Int   Int    ROT  Int   Int   Int   Int   Int   Int   Int   Int    ROT  Int   Int   Int   Int   Int   Int   Int   Int    ROT  Int   Int   Int   Int   Int   Int    ROT  Int   Int   Int   Int   Int   Int    ROT  Int   Int   Int   Int   Int    ROT  Int   Int   Int   Int   Int    ROT  Int   |                  |                                              |          |                               |
| S_TR                                                                                                                                                                                                                                                                                                                                                                                                                                                                                                                                                                                                                                                                                                                                                                                                                                                                                                                                                                                                                                                                                                                                                                                                                                                                                                                                                                                                                                                                                                                                                                                                                                                                                                                                                                                                                                                                                                                                                                                                                                                                                                                          | CIN              | Ctu indu / !=4                               | -        |                               |
| S_TR  Str_indx ≈ str_indx  S_SB  Str_src str_dest start_pos length ≈ length ≈ string in the AS top.  Copy a substring from a string to other string. If the substring length is less than 0 then the string will be copied to the end.  LEAVE  IF  Int ≈   The beginning of an IF-ELSE THEN construction. If the value in the AS top is equivalent 0 then jump to ELSE else to process words after IF.  The ending of an IF-ELSE THEN construction. If the value in the AS top is equivalent 0 then jump to ELSE else to process words after IF.  The ending of an IF-ELSE THEN construction. If the value in the AS top is equivalent 0 then jump to ELSE else to process words after IF.  The ending of an IF-ELSE THEN construction. If the value from the AS top into the current stream.  S.   Str_indx ≈   Put the value from the AS top into the current stream.  S.   Str_indx ≈   Put the value from the AS top into the current stream.  S.   Str_indx ≈   Str_indx ≈   Concatenate two strings and top lace the result in the first string.  DROPALL   [a] ≈   Clear all the AS stack    DROPALL   [a] ≈   Clear all the AS top.  DROPALL   [a] ≈   Clear all the AS top.  DROPA   Int ≈   Remove the AS top.  DUP   Int 1 ≈ int 1 int 1   Int 1   Duplicate of the AS top.  DUP   Int 1 int 2 ≈ int 2 int 1   Int 1 int 1    SWAP   Int 1 int 2 ≈ int 2 int 3 ≈ int 2 int 3 int 1    NOVER   Int 1 int 2 ≈ int 2 int 3 int 1    ROT   Int 1 int 2 ≈ int 1   Int 1 ≈    NOVER   Int 1 int 2 ≈ int 2 int 3 int 1    NOVER   Int 1 int 2 ≈ int 1   Int 1 ≈    NOVER   Int 1 int 2 ≈ int 1   Int 1 ≈    NOT   Int 2 int 3 ≈ int 2 int 3 int 1    NOT   Int 3 ≈ int 1   Int 1 ≈    NOT   Int 1 int 2 ≈ int 1   Int 1 ≈    NOT   Int 2 int 3 ≈ int 2 int 3 int 1    NOT   Int 3 ≈ int 1   Int 1 ≈    NOT   Int 1 ≈   Copy the RS top to the AS top.  O=   Int 2 ≈   Int 1   Copy the RS top to the AS top.  O=   Int 2 ≈   Int 3 ≈    Compare the AS top with                                                                                                                                                           | S_LN             | Str_inux & int                               |          |                               |
| S_SB  Str_src str_dest start_pos length ≥  Str_src str_dest start_pos length ≥  Copy a substring from a string to other string. If the substring length is less than 0 then the string will be copied to the end.  IF  Int ≥  Int    Int | СТР              | Str indy & str indy                          |          |                               |
| S_SB  Str_src str_dest start_pos length ≠ string to other string if rom a string to other string length is less than 0 then the string will be copied to the end.  LEAVE  IF  Int ≠ Int ≠ The beginning of an IF-ELSE THEN construction. If the value in the AS top is equivalent 0 then jump to ELSE else to process words after IF.  The ending of an IF-ELSE THEN construction. If the value in the AS top is equivalent 0 then jump to ELSE else to process words after IF.  The ending of an IF-ELSE THEN construction. If the value from the AS top into the current stream.  S. Str_ind ≠ Put the value from the AS top into the current stream.  S. Str_ind ≠ Str_indx ≠ Concatenate two strings and to place the result in the first string.  BROPALL  BROPALL  Int   Ia  ≠ Clear all the AS stack  COncatenate two strings and to place the result in the first string.  Clear the RS stack.  Remove the AS top.  DUP  Int   ≠ Int   1 int  | 5_1K             | Sti_max & sti_max                            |          |                               |
| LEAVE     The beginning of an IF-   ELSE THEN construction.   If the value in the AS top is equivalent 0 then jump to ELSE else to process words after IF.                                                                                                                                                                                                                                                                                                                                                                                                                                                                                                                                                                                                                                                                                                                                                                                                                                                                                                                                                                                                                                                                                                                                                                                                                                                                                                                                                                                                                                                                                                                                                                                                                                                                                                                                                                                                                                                                                                                                                                    | C CR             | Str. creetr dest start nes length &          |          |                               |
| LEAVE  Int  Int  Int  Int  Int  Int  Int  Int                                                                                                                                                                                                                                                                                                                                                                                                                                                                                                                                                                                                                                                                                                                                                                                                                                                                                                                                                                                                                                                                                                                                                                                                                                                                                                                                                                                                                                                                                                                                                                                                                                                                                                                                                                                                                                                                                                                                                                                                                                                                                 | о_ов             | Sti_sic sti_dest start_pos length &          |          |                               |
| LEAVE  IF  Int  Int  Int  Int  Int  Int  Int  Int                                                                                                                                                                                                                                                                                                                                                                                                                                                                                                                                                                                                                                                                                                                                                                                                                                                                                                                                                                                                                                                                                                                                                                                                                                                                                                                                                                                                                                                                                                                                                                                                                                                                                                                                                                                                                                                                                                                                                                                                                                                                             |                  |                                              |          |                               |
| LEAVE     The beginning of an IF-   ELSE THEN construction.   If the value in the AS top is equivalent 0 then jump to eLSE else to process words after IF.                                                                                                                                                                                                                                                                                                                                                                                                                                                                                                                                                                                                                                                                                                                                                                                                                                                                                                                                                                                                                                                                                                                                                                                                                                                                                                                                                                                                                                                                                                                                                                                                                                                                                                                                                                                                                                                                                                                                                                    |                  |                                              |          |                               |
| Int ≠   Int ≠   Int ≠   Int ≠   Int beginning of an IF-   ELSE-THEN construction. If the value in the AS top is equivalent 0 then jump to ELSE else to process words after IF.    The ending of an IF-ELSE   The construction.                                                                                                                                                                                                                                                                                                                                                                                                                                                                                                                                                                                                                                                                                                                                                                                                                                                                                                                                                                                                                                                                                                                                                                                                                                                                                                                                                                                                                                                                                                                                                                                                                                                                                                                                                                                                                                                                                                |                  |                                              |          |                               |
| The beginning of an IF- ELSE THEN construction. If the value in the AS top is equivalent 0 then jump to ELSE else to process words after IF.  THEN  THEN  The ending of an IF-ELSE THEN construction.  ELSE  Int ∠  Int ∠  Put the value from the AS top into the current stream.  S. Str_indx ∠  Str_indx ∠  Str_indx ∠  Str_indx ≥  Str_indx ≤  Str_indx ≥  Str | LEAVE            |                                              |          |                               |
| Here a value in the AS top is equivalent 0 then jump to ELSE else to process words after IF.  THEN  THEN  Int ≥  Int ≥  Str_indx ≥  Str_indx ≥  Str_indx ≥  Str_indx ≥  Str_indx ≥  Str_indx ≥  The ending of an IF-ELSE THEN construction.  Put the value from the AS top into the current stream.  Put the string from the AS top into the current stream.  Put the string from the AS top into the current stream.  S+  Str_indx str_indx2 ≥ str_indx  Str_indx str_indx2 ≥ str_indx  Concatenate two strings and to place the result in the first string.  Clear all the AS stack top into the AS top.  DROPALL  [a] ≥  Clear all the AS stack Clear the RS stack.  Remove the AS top.  DROPALL  Int ≥  Int ≥  Int ≥  Int ≥  Int ≥  Int   ≥  Int   ≥  Int   ≥  Int   1 int   ≥  Int   1 int   2 int   3 i |                  | Int ≰                                        |          | The beginning of an IF-       |
| then the pump to ELSE else to process words after IF.  THEN The ending of an IF-ELSE THEN construction.  ELSE Put the value from the AS top into the current stream.  S. Str_indx ≥ Put the string from the AS top into the current stream.  S+ Str_indx str_indx2 ≥ str_indx Concatenate two strings and to place the result in the first string.  DROPALL [a] ≥ Clear all the AS stack.  DROP Int ≥ Remove the AS top.  DROPAL                                                                                                                                                                                                                                                                                                                                                                                                                                                                                                                                                                                                                                                                                                                                                                                                                                                                                                                                                                                                                                                                                                                                                                                                                                                                                                                                                                                                                                                                                                                                                                                                                                                                                              |                  |                                              |          |                               |
| THEN  THEN  The ending of an IF-ELSE THEN construction.  ELSE  Int ≠  Int ≠  Put the value from the AS top into the current stream.  S.  Str_indx ≠  Str_indx str_indx2 ≠ str_indx   The ending of an IF-ELSE THEN construction.  Put the value from the AS top into the current stream.  S.  Str_indx str_indx2 ≠ str_indx  Str_indx str_indx2 ≠ str_indx  Concatenate two strings and to place the result in the first string.  Clear all the AS stack.  DROPALL  [a] ≠  Clear all the AS stack.  DROPALL  [a] ≠  Clear the RS stack.  Remove the AS top.  DROPAL  DUP  Int 1 ≠ int 1 int 1  Duplicate of the AS top.  SWAP  Int 1 int 2 ≠ int 2 int 1  Swap the two top values in the AS.  OVER  Int 1 int 2 ≠ int 2 int 1 int 1  ROT  Int 1 int 2 ≠ int 2 int 3 int 1  ROT  Int 1 int 2 ≠ int 1 int 1 int 1  PROT  Int 1 int 2 ≠ int 1 int 2 int 3 int 1  ROT  Int 1 int 2 ≠ int 1 int 1 int 1  ROT  Int 1 int 2 int 3 ≠ int 1 int 1  ROT  Int 1 int 2 int 3 int 1  ROT  Int 1 int 2 ≠ int 1 int 1 int 1  ROT  Int 1 int 2 int 3 ≠ int 1  ROT  Int 1 int 2 int 3 int 1  ROT  Int 1 int 1 ≠ int 1  ROT  Copy the RS top to the AS top.  O=  Int 1 ≠ [0]-1]  Compare the AS top with                                                                                                                                                                                                                                                                                                                                                                                                                                                                                                                                                                                                                                                                                                                                                                                                                                                                                                                                        |                  |                                              |          | If the value in the AS top is |
| THEN  THEN  The ending of an IF-ELSE THEN construction.  ELSE  Int ∠  Int ∠  Str_indx ∠  Int ← First Y  Str_indx →  Int ← I int ← I int ← Str_indx →  Int ← I int ← I int ← Str_indx →  Int ← I int ← I int ← Str_indx →  Int ← I int ← Int ← Str_indx →  Int ← I int ← I int ← |                  |                                              |          | equivalent 0 then jump to     |
| THEN  ELSE  Int  Put the value from the AS top into the current stream.  S. Str_indx  |                  |                                              |          |                               |
| ELSE  . Int    Put the value from the AS top into the current stream.  S.   Str_indx    Str_indx    Str_indx   Put the string from the AS top into the current stream.  S.   Str_indx   Str_indx   Concatenate two strings and to place the result in the first string.  DROPALL   [a]    DROPALL   [a]    Clear all the AS stack   DROP   Int    Remove the AS top.  DROPR   Int                 DUP   Int_1               DUP   Int_1               DUPR   Int_1             SWAP   Int_1               SWAP   Int_1               SWAP   Int_1                 SWAP   Int_1                 SWAP   Int_1                 SWAP   Int_1                 SWap two top values in the AS.  OVER   Int_1                 ROTT                     ROTT                     ROTT                       ROTT                       ROTT                       ROTT                       ROTT                         ROTT                         ROTT                           ROTT                             ROTT                             ROTT                               ROTT                                     ROTT                                                                                                                                                                                                                                                                                                                                                                                                                                                                                                                                                                                                                                                                                                                                                                                                                                                                                                                                                                                               |                  |                                              |          |                               |
| Int ≠ Str_indx str_indx2 ≠ str_indx                                                                                                                                                                                                                                                                                                                                                                                                                                                                                                                                                                                                                                                                                                                                                                                                                                                                                                                                                                                                                                                                                                                                                                                                                                                                                                                                                                                                                                                                                                                                                                                                                                                                                                                                                                                                                                                                                                                                                                                                              | THEN             |                                              |          |                               |
| Int ≥       Put the value from the AS top into the current stream.         S.       Str_indx ≥       Put the string from the AS top into the current stream.         S+       Str_indx str_indx2 ≥ str_indx       Concatenate two strings and to place the result in the first string.         DROPALL       [a] ≥       Clear all the AS stack         DROP DROPR       Int ≥       Remove the AS top.         DUP       Int 1 ≥ int 1 int 1       Duplicate of the AS top.         DUPR       Int 1 int 2 ≥ int 2 int 1       Swap the two top values in the AS.         SWAP       Int 1 int 2 ≥ int 1 int 2 int 3 int 1       Swap the two top values in the AS.         OVER       Int 1 int 2 ≥ int 1 int 2 int 3 int 1       Int 1 int 2 int 3 ≥ int 2 int 3 int 1         ROTR       Int 1 int 2 ≥ int 1 int 2 int 3 ≥ int 1       Int 1 int 2 ≥ int 1         >R       Int 1   ≥ int 1 ≥ int 1       Int 1   ≥ int 1 ≥ int 1         >R       Int 1   ≥ int 1 ≥ int 1 ≥ int 1       Copy the RS top to the AS top.         0=       Int 1 ≥ [0]-1]       Compare the AS top with                                                                                                                                                                                                                                                                                                                                                                                                                                                                                                                                                                                                                                                                                                                                                                                                                                                                                                                                                                                                                                     |                  |                                              |          | THEN construction.            |
| S. Str_indx   Str_indx   Str_indx str_indx2   Str_indx   Concatenate two strings and to place the result in the first string.  Clear all the AS stack  Clear the RS stack.  Remove the AS top.  Remove the AS top.  DUP   Int_1   Int_1   Int_1   Swap the two top values in the AS.  OVER   Int_1 int_2   Int_1 int_2 int_3   Int_1 int_2   Int_1 int_2   Int_1 int_2   Int_1 int_3    SWAP   Int_1 int_2 int_3   Int_1 int_2   Int_1 int_2   Int_1 int_2   Int_1   ROT   Int_1 int_2   Int_1   ROT   Int_1 int_2   Int_1 int_3   Int_1   ROT   Int_1 int_2   Int_1   Int_1 int_2   Int_1   Swap the two top values in the AS.  OVER   Int_1 int_2 int_3   Int_1 int_3   Int_1 int_2   Int_1   ROT   Int_1 int_1   Int_1 int_2   Int_1   Int_1 int_2   Int_1   Copy the RS top to the AS top.  Top.  O=   Int_1   Int_1   Compare the AS top with                                                                                                                                                                                                                                                                                                                                                                                                                                                                                                                                                                                                                                                                                                                                                                                                                                                                                                                                                                                                                                                                               | ELSE             |                                              |          |                               |
| S. Str_indx   Str_indx str_indx2   Str_indx str_indx    Str_indx    Str_indx str_indx    Str_indx str_indx    Str_indx    Str_indx str_indx    Str_indx    Str_indx str_indx    Str_indx    Str_indx    Str_indx    Str_indx    Str_indx    Str_indx    Str_indx    Str_indx    Str_indx    Str_indx    Str_indx    Str_indx    Str_indx    Str_indx    Str_indx    Str_indx    Str_indx    Str_indx    Str_indx    Str_indx    Str_indx    Str_indx    Str_indx    Str_indx    Str_indx    Str_indx    Str_indx    Str_indx     | •                | Int ≥                                        |          |                               |
| S+ Str_indx str_indx2 ≠ str_indx                                                                                                                                                                                                                                                                                                                                                                                                                                                                                                                                                                                                                                                                                                                                                                                                                                                                                                                                                                                                                                                                                                                                                                                                                                                                                                                                                                                                                                                                                                                                                                                                                                                                                                                                                                                                                                                                                                                                                                                                                                                                                              | G                | C4                                           |          |                               |
| Str_indx str_indx2 ≥ str_indx    Concatenate two strings and to place the result in the first string.   Clear all the AS stack                                                                                                                                                                                                                                                                                                                                                                                                                                                                                                                                                                                                                                                                                                                                                                                                                                                                                                                                                                                                                                                                                                                                                                                                                                                                                                                                                                                                                                                                                                                                                                                                                                                                                                                                                                                                                                                                                                                                                                                                | ъ.               | Str_inax &                                   |          |                               |
| DROPALL  [a]   [a]   [b]   [a]   [c]   [a]   [c]   [c | S.t.             | Str industr indu? ~ str ind-                 | 1        |                               |
| DROPALL  [a]   [a]   [a]   [b]   Clear all the AS stack  Clear the RS stack.  Clear the RS stack.  Remove the AS top.  Remove the RS top.  DROPR  Int    Int   Int   Int   Int   Int   Int   Int   Int   Int   Int   Int   Int   Int   Int   Int   Int   Int   Int   Int   Int   Int   In | DT.              | Sti_max str_max2 & str_max                   |          |                               |
| DROPALLR       [a] ≠       Clear all the AS stack         DROP       Int ≠       Remove the AS top.         DROPR       Int ≠       Remove the RS top.         DUP       Int 1 ≠ int 1 int 1       Duplicate of the AS top.         DUPR       Int 1 int 2 ≠ int 2 int 1       Duplicate of the RS top.         SWAP       Int 1 int 2 ≠ int 2 int 1       Swap the two top values in the AS.         OVER       Int 1 int 2 ≠ int 1 int 2 int 3 ≠ int 2 int 1       Int 1 int 2 int 3 ≠ int 2 int 3 ≠ int 2 int 3 ≠ int 1         ROTR       Int 1 ≠ ≠ int 1 ≠ ≠ int 1       Int 1 int 2 int 3 ≠ int 1         >R       Int 1 ≠ ≠ int 1       Int 1 ≠ ≠ int 1         Re@       Int 1 ≠ int 1       Int 1 ≠ int 1       Copy the RS top to the AS top.         0=       Int 1 ≠ [0]-1]       Compare the AS top with                                                                                                                                                                                                                                                                                                                                                                                                                                                                                                                                                                                                                                                                                                                                                                                                                                                                                                                                                                                                                                                                                                                                                                                                                                                                                                         |                  |                                              |          |                               |
| DROPALLR       [a] ∠       Clear the RS stack.         DROP       Int ∠       Remove the AS top.         DROPR       Int ∠       Remove the RS top.         DUP       Int_1 ⋈ int_1 int_1       Duplicate of the AS top.         DUPR       Int_1 int_2 ⋈ int_2 int_1       Swap the two top values in the AS.         SWAP       Int_1 int_2 ⋈ int_1 int_2 int_1       Swap the two top values in the AS.         OVER       Int_1 int_2 ⋈ int_3 ⋈ int_1       Int_1 int_2 int_3 ⋈ int_1         ROTR       Int_1 int_2 int_3 ⋈ int_1 int_2 int_3 int_1       Int_1 int_2 int_3 ⋈ int_1         >R       Int_1 ⋈ int_1 ⋈ int_1 ⋈ int_1 int_1 ⋈ int_1 int_1 ⋈ int_1 int_1 wint_1       Copy the RS top to the AS top.         0=       Int_1 ⋈ [0]-1]       Compare the AS top with                                                                                                                                                                                                                                                                                                                                                                                                                                                                                                                                                                                                                                                                                                                                                                                                                                                                                                                                                                                                                                                                                                                                                                                                                                                                                                                                           | DROPALI          | [a] ×                                        | +        | Clear all the AS stack        |
| DROP       Int ⋈       Remove the AS top.         DUP       Int_1 ⋈ int_1 int_1       Duplicate of the AS top.         DUPR       Int_1 int_2 ⋈ int_1 int_1       Duplicate of the RS top.         SWAP       Int_1 int_2 ⋈ int_2 int_1       Swap the two top values in the AS.         OVER       Int_1 int_2 ⋈ int_1 int_2 int_1       Int_1 int_2 ⋈ int_3 ⋈ int_2 int_3 int_1         ROTR       Int_1 int_2 int_3 ⋈ int_2 int_3 int_1       Int_1 int_2 int_3 ⋈ int_1         >R       Int_1 ⋈ ⋈ int_1       Int_1 ⋈ int_1         R@       Int_1 ⋈ int_1       ⋈ int_1       Copy the RS top to the AS top.         0=       Int_1 ⋈ [0]-1]       Compare the AS top with                                                                                                                                                                                                                                                                                                                                                                                                                                                                                                                                                                                                                                                                                                                                                                                                                                                                                                                                                                                                                                                                                                                                                                                                                                                                                                                                                                                                                                               |                  | [a] &                                        | [a] «    | Clear the RS stack            |
| $ \begin{array}{c ccccccccccccccccccccccccccccccccccc$                                                                                                                                                                                                                                                                                                                                                                                                                                                                                                                                                                                                                                                                                                                                                                                                                                                                                                                                                                                                                                                                                                                                                                                                                                                                                                                                                                                                                                                                                                                                                                                                                                                                                                                                                                                                                                                                                                                                                                                                                                                                        |                  | Int ∞                                        | [4] ~    |                               |
| DUPInt_1                                                                                                                                                                                                                                                                                                                                                                                                                                                                                                                                                                                                                                                                                                                                                                                                                                                                                                                                                                                                                                                                                                                                                                                                                                                                                                                                                                                                                                                                                                                                                                                                                                                                                                                                                                                                                                                                                                                                                                                                                                                                                                                      |                  | Int &                                        | Int «    |                               |
| DUPRInt_1                                                                                                                                                                                                                                                                                                                                                                                                                                                                                                                                                                                                                                                                                                                                                                                                                                                                                                                                                                                                                                                                                                                                                                                                                                                                                                                                                                                                                                                                                                                                                                                                                                                                                                                                                                                                                                                                                                                                                                                                                                                                                                                     |                  | Int 1 ≥ int 1 int 1                          |          |                               |
| SWAP                                                                                                                                                                                                                                                                                                                                                                                                                                                                                                                                                                                                                                                                                                                                                                                                                                                                                                                                                                                                                                                                                                                                                                                                                                                                                                                                                                                                                                                                                                                                                                                                                                                                                                                                                                                                                                                                                                                                                                                                                                                                                                                          |                  |                                              | Int 1 🗷  |                               |
| SWAPInt_1 int_2                                                                                                                                                                                                                                                                                                                                                                                                                                                                                                                                                                                                                                                                                                                                                                                                                                                                                                                                                                                                                                                                                                                                                                                                                                                                                                                                                                                                                                                                                                                                                                                                                                                                                                                                                                                                                                                                                                                                                                                                                                                                                                               | - •              |                                              | _        |                               |
| the AS.         OVER       Int_1 int_2 ≈ int_1 int_2 int_1       the AS.         ROT       Int_1 int_2 int_3 ≈ int_2 int_3 int_1       Int_1 int_2 int_3 int_1         ROTR       Int_1 int_2 int_3 ≈ int_2 int_3 int_1         >R       Int_1 ≈ ∞ int_1         R>       ∞ int_1 int_1 ≈ ∞ int_1         R@       Int_1 ≈ int_1 ≈ int_1         Int_1 ≈ int_1 ≈ int_1       Copy the RS top to the AS top.         0=       Int_1 ≈ [0 -1]                                                                                                                                                                                                                                                                                                                                                                                                                                                                                                                                                                                                                                                                                                                                                                                                                                                                                                                                                                                                                                                                                                                                                                                                                                                                                                                                                                                                                                                                                                                                                                                                                                                                                   | SWAP             | Int_1 int_2 ≤ int_2 int_1                    |          | Swap the two top values in    |
| ROT         Int_1 int_2 int_3 ⋈ int_2 int_3 int_1         Int_1 int_2 int_3 ⋈ int_1 int_2 int_3 ⋈ int_2 int_3 ⋈ int_1           PR         Int_1 ⋈ w int_1         ⋈ int_1           R>         ⋈ int_1         Int_1 ⋈ int_1         Copy the RS top to the AS top.           R@         Int_1 ⋈ int_1         Compare the AS top with                                                                                                                                                                                                                                                                                                                                                                                                                                                                                                                                                                                                                                                                                                                                                                                                                                                                                                                                                                                                                                                                                                                                                                                                                                                                                                                                                                                                                                                                                                                                                                                                                                                                                                                                                                                       |                  |                                              |          |                               |
| ROT       Int_1 int_2 int_3 $\not \simeq$ int_2 int_3 int_1       Int_1 int_2 int_3 $\not \simeq$ int_3 $\not \simeq$ int_2 int_3 $\not \simeq$ int_2 int_3 int_1         >R       Int_1 $\not \simeq$ $\not \simeq$ int_1         R> $\not \simeq$ int_1       Int_1 $\not \simeq$ R@       Int_1 $\not\simeq$ int_1       Copy the RS top to the AS top.         0=       Int_1 $\not\simeq$ [0]-1]       Compare the AS top with                                                                                                                                                                                                                                                                                                                                                                                                                                                                                                                                                                                                                                                                                                                                                                                                                                                                                                                                                                                                                                                                                                                                                                                                                                                                                                                                                                                                                                                                                                                                                                                                                                                                                           |                  |                                              |          |                               |
| $ \begin{array}{c ccccccccccccccccccccccccccccccccccc$                                                                                                                                                                                                                                                                                                                                                                                                                                                                                                                                                                                                                                                                                                                                                                                                                                                                                                                                                                                                                                                                                                                                                                                                                                                                                                                                                                                                                                                                                                                                                                                                                                                                                                                                                                                                                                                                                                                                                                                                                                                                        | ROT              |                                              |          |                               |
| $ \begin{array}{c ccccccccccccccccccccccccccccccccccc$                                                                                                                                                                                                                                                                                                                                                                                                                                                                                                                                                                                                                                                                                                                                                                                                                                                                                                                                                                                                                                                                                                                                                                                                                                                                                                                                                                                                                                                                                                                                                                                                                                                                                                                                                                                                                                                                                                                                                                                                                                                                        | ROTR             |                                              |          |                               |
| $ \begin{array}{c ccccccccccccccccccccccccccccccccccc$                                                                                                                                                                                                                                                                                                                                                                                                                                                                                                                                                                                                                                                                                                                                                                                                                                                                                                                                                                                                                                                                                                                                                                                                                                                                                                                                                                                                                                                                                                                                                                                                                                                                                                                                                                                                                                                                                                                                                                                                                                                                        |                  |                                              |          |                               |
| >RInt_1 $\not \succeq$ $\not \succeq$ int_1R> $\not \succeq$ int_1Int_1 $\not \succeq$ R@Int_1 $\not \succeq$ int_1 $\not \succeq$ int_1Copy the RS top to the AS top.0=Int_1 $\not \succeq$ [0]-1]Compare the AS top with                                                                                                                                                                                                                                                                                                                                                                                                                                                                                                                                                                                                                                                                                                                                                                                                                                                                                                                                                                                                                                                                                                                                                                                                                                                                                                                                                                                                                                                                                                                                                                                                                                                                                                                                                                                                                                                                                                    |                  |                                              |          |                               |
| $ \begin{array}{c ccccccccccccccccccccccccccccccccccc$                                                                                                                                                                                                                                                                                                                                                                                                                                                                                                                                                                                                                                                                                                                                                                                                                                                                                                                                                                                                                                                                                                                                                                                                                                                                                                                                                                                                                                                                                                                                                                                                                                                                                                                                                                                                                                                                                                                                                                                                                                                                        |                  |                                              |          |                               |
| R@ $Int_1 \not \ge int_1$ $\not \ge int_1$ Copy the RS top to the AS top.0= $Int_1 \not \ge [0 -1]$ Compare the AS top with                                                                                                                                                                                                                                                                                                                                                                                                                                                                                                                                                                                                                                                                                                                                                                                                                                                                                                                                                                                                                                                                                                                                                                                                                                                                                                                                                                                                                                                                                                                                                                                                                                                                                                                                                                                                                                                                                                                                                                                                   |                  |                                              |          |                               |
| $0= \hspace{1cm} \begin{array}{c c} & top. \\ \hline 0= \hspace{1cm} & Int\_1 \not \simeq [0 \text{-}1] \end{array}$                                                                                                                                                                                                                                                                                                                                                                                                                                                                                                                                                                                                                                                                                                                                                                                                                                                                                                                                                                                                                                                                                                                                                                                                                                                                                                                                                                                                                                                                                                                                                                                                                                                                                                                                                                                                                                                                                                                                                                                                          |                  |                                              |          |                               |
| $0=$ Int_1 $\bowtie$ [0 -1] Compare the AS top with                                                                                                                                                                                                                                                                                                                                                                                                                                                                                                                                                                                                                                                                                                                                                                                                                                                                                                                                                                                                                                                                                                                                                                                                                                                                                                                                                                                                                                                                                                                                                                                                                                                                                                                                                                                                                                                                                                                                                                                                                                                                           | K@               | Int_1 ≤ int_1                                | ∠ int_1  |                               |
|                                                                                                                                                                                                                                                                                                                                                                                                                                                                                                                                                                                                                                                                                                                                                                                                                                                                                                                                                                                                                                                                                                                                                                                                                                                                                                                                                                                                                                                                                                                                                                                                                                                                                                                                                                                                                                                                                                                                                                                                                                                                                                                               |                  | T 4 4 50147                                  |          |                               |
| zero. If the top is zero then                                                                                                                                                                                                                                                                                                                                                                                                                                                                                                                                                                                                                                                                                                                                                                                                                                                                                                                                                                                                                                                                                                                                                                                                                                                                                                                                                                                                                                                                                                                                                                                                                                                                                                                                                                                                                                                                                                                                                                                                                                                                                                 | 0=               | Int_1 ≤ [0 -1]                               |          |                               |
|                                                                                                                                                                                                                                                                                                                                                                                                                                                                                                                                                                                                                                                                                                                                                                                                                                                                                                                                                                                                                                                                                                                                                                                                                                                                                                                                                                                                                                                                                                                                                                                                                                                                                                                                                                                                                                                                                                                                                                                                                                                                                                                               |                  | L                                            | <u> </u> | zero. If the top is zero then |

|            |                                  |                 | -1 will be placed, else 0.                          |
|------------|----------------------------------|-----------------|-----------------------------------------------------|
| 0>         | Int_1 ≤ [0 -1]                   |                 | -1 will be placed, else 0.                          |
| 0<         | Int_1 ≈ [0 -1]                   |                 |                                                     |
| >          | Int_1 int_2 ≤ [0 -1]             |                 |                                                     |
| <          | Int_1 int_2                      |                 |                                                     |
| $\Diamond$ | Int_1 int_2 ≥ [0 -1]             |                 |                                                     |
| =          | Int_1 int_2 ≥ [0 -1]             |                 |                                                     |
| 2*         | Int_1 ≤ int_2                    |                 |                                                     |
| 2/         | Int_1 ≤ int_2 Int_val int_addr ≤ |                 | Place the value to the global                       |
| •          | Int_varint_addr &                |                 | memory area.                                        |
| @          | Int_addr ≤ int_val               |                 | Place the value from the                            |
| C          |                                  |                 | global memory area onto                             |
|            |                                  |                 | the AS top.                                         |
| VARIABLE   | [int]≰                           |                 | Create a global variable if                         |
|            |                                  |                 | the AS has a value then the                         |
|            |                                  |                 | variable will be initialized                        |
|            |                                  |                 | with the value.  The beginning of a new             |
| :          |                                  |                 | word definition. Switch on                          |
|            |                                  |                 | the compilation mode.                               |
| ;          |                                  |                 | The ending of a new word                            |
| ,          |                                  |                 | definition and switch the                           |
|            |                                  |                 | system in the interpretation                        |
|            |                                  |                 | mode.                                               |
| NEXT       |                                  | Int_1 int_2     | To end the processing of                            |
| DEDELL     | 1.5-1                            | Ø               | current word.  Place the depth of the AS            |
| DEPTH      | <b>≤ int</b>                     |                 | onto AS.                                            |
| DEPTHR     | ≈ int                            |                 | Place the depth of the RS                           |
| DLI IIIK   | Z III                            |                 | onto AS.                                            |
| S=         | Str indx1 str indx2              |                 | Compare two strings.                                |
| S==        | Str_indx1 str_indx2 ≥ [0 -1]     |                 | Compare two strings                                 |
|            |                                  |                 | without case sensitive.                             |
| DO         | Int_1 int_2                      | <b> ≤</b> int_2 | The beginning of a DO                               |
|            |                                  | int_1           | LOOP cycle or DO +LOOP                              |
|            |                                  |                 | cycle. The AS top is the limit and the second value |
|            |                                  |                 | is the start value.                                 |
| LOOP       |                                  |                 | Increment the counter of a                          |
| 2001       |                                  |                 | DO-LOOP cycle and if it is                          |
|            |                                  |                 | more than the limit, the                            |
|            |                                  |                 | cycle will be ended.                                |
| +LOOP      | Int ≥                            |                 | Increment the counter of a                          |
|            |                                  |                 | DO-LOOP cycle bye the AS top and if it is more than |
|            |                                  |                 | the limit, the cycle will be                        |
|            |                                  |                 | ended.                                              |
| I          | <b>∠</b> int                     |                 | Place the current DO-                               |
|            |                                  |                 | LOOP cycle value onto the                           |
|            |                                  |                 | AS stack.                                           |
| J          | <b>≥</b> int                     |                 | Place the parent DO-LOOP                            |
|            |                                  |                 | cycle value onto the AS                             |
| DECIN      |                                  |                 | stack.                                              |
| BEGIN      |                                  |                 | The beginning of a BEGIN UNTIL cycle                |
| UNTIL      | Int ∞                            | +               | Check the value in the AS                           |
| OITIE!     | 111t &                           |                 | top and if it is not                                |
|            |                                  |                 | equivalent 0 then the cycle                         |
|            |                                  |                 | will be ended.                                      |
| ALLOT      | Int ≠ addr_int                   |                 | Reserve a memory area                               |
|            |                                  |                 | with the length in the AS                           |
|            |                                  |                 | top, in the global memory                           |
|            |                                  |                 | area and place the first address in the AS top.     |
| ?FIND      | <b>∠</b> [0 -1]                  |                 | Check existence of next                             |
|            | ~ [v -1]                         |                 | word in the stream to the                           |
|            |                                  |                 | dictionary, if it exists then                       |
|            |                                  |                 | −1 else 0.                                          |
| ?          |                                  |                 | Compile next word in the                            |
| O.V.I.W.   |                                  |                 | stream if the word exists.                          |
| QUIT       |                                  | +               | Quit from the program.                              |
| S_ENC      | Str_indx ≠ str_indx              |                 | Encode a string to the URL                          |
| L          |                                  |                 | format.                                             |

| DB_CLOSE    Con_indx mode_int ≠   Setato transaction mode for a DB connection. 0 - Lose a DB co | S_DEC         | Str_indx ≠ str_indx                 | Decode a string from URL format. |
|-------------------------------------------------------------------------------------------------------------------------------------------------------------------------------------------------------------------------------------------------------------------------------------------------------------------------------------------------------------------------------------------------------------------------------------------------------------------------------------------------------------------------------------------------------------------------------------------------------------------------------------------------------------------------------------------------------------------------------------------------------------------------------------------------------------------------------------------------------------------------------------------------------------------------------------------------------------------------------------------------------------------------------------------------------------------------------------------------------------------------------------------------------------------------------------------------------------------------------------------------------------------------------------------------------------------------------------------------------------------------------------------------------------------------------------------------------------------------------------------------------------------------------------------------------------------------------------------------------------------------------------------------------------------------------------------------------------------------------------------------------------------------------------------------------------------------------------------------------------------------------------------------------------------------------------------------------------------------------------------------------------------------------------------------------------------------------------------------------------------------------|---------------|-------------------------------------|----------------------------------|
| DB_CLONE    DB_CONNECT   Url indx un_indx psw_indx   Create a DB connection.   Url indx un_indx psw_indx   Create a DB connection.   Url indx un_indx = [con_indx]   url indx + the user name psw_indx - the password codepage_indx = [con_indx]   un_indx - the user name psw_indx - the password codepage_indx - the code page   Example: "PataBase" "name" "password" "Cp1251" DB_CONNECT   If all is ok then the index of new DB connection has been undersoon to be used to the absolute of the undersoon to be used to the undersoon to be used for sexperion with the error code on the AS top (0 − timeout error).                                                                                                                                                                                                                                                                                                                                                                                                                                                                                                                                                                                                                                                                                                                                                                                                                                                                                                                                                                                                                                                                                                                                                                                                                                                                                                                                                                                    | DB_AUTOCOMMIT | Con_indx mode_int ∠                 |                                  |
| DB_CONECT    DB_CONNECT                                                                                                                                                                                                                                                                                                                                                                                                                                                                                                                                                                                                                                                                                                                                                                                                                                                                                                                                                                                                                                                                                                                                                                                                                                                                                                                                                                                                                                                                                                                                                                                                                                                                                                                                                                                                                                                                                                                                                                                                                                                                                                       |               |                                     |                                  |
| DB_CONNECT    Url_indx_un_indx_psw_indx  Con_indx  err_code                                                                                                                                                                                                                                                                                                                                                                                                                                                                                                                                                                                                                                                                                                                                                                                                                                                                                                                                                                                                                                                                                                                                                                                                                                                                                                                                                                                                                                                                                                                                                                                                                                                                                                                                                                                                                                                                                                                                                                                                                                                                   | DB CLOSE      | Con indx ≥                          |                                  |
| DB   DB   DB   DB   DB   DB   DB   DB                                                                                                                                                                                                                                                                                                                                                                                                                                                                                                                                                                                                                                                                                                                                                                                                                                                                                                                                                                                                                                                                                                                                                                                                                                                                                                                                                                                                                                                                                                                                                                                                                                                                                                                                                                                                                                                                                                                                                                                                                                                                                         |               | url_indx un_indx psw_indx           | Create a DB connection.          |
| Indicate the user name post indicate the properties of the page   Example: "DataBase" "name" "password" "Cp1251" DB_CONNECT   If all is ok then the index of new DB connection has been placed onto the AS top (0 − timenout error).                                                                                                                                                                                                                                                                                                                                                                                                                                                                                                                                                                                                                                                                                                                                                                                                                                                                                                                                                                                                                                                                                                                                                                                                                                                                                                                                                                                                                                                                                                                                                                                                                                                                                                                                                                                                                                                                                          |               | codepage_indx & [con_indx  err_code | _                                |
| codepage_inds — the code page Example: "DataBase" "name" "password" "Cp1251" DB_CONNECT  If all is ok then the index of new DB connection has been placed onto the AS top (0 = timeout error).  Create a ResultSet based on a SQL query for a DB connection. The SQL string should be on the AS top (0 = timeout error).  Create a ResultSet based on a SQL query for a DB connection. The SQL string should be on the AS top. (the word is used for SELECT usually)  DB_EXU  Con_indx str_indx ≥ int  DB_GETINT  Rs_indx int ≥ int  Rs_indx int ≥ int  Read the integer value from the column with the specified number from a RecordSet and to place it onto the AS top.  Con_indx ≥ [-1]0  DB_LOAD  Str_indx ≥ [-1]0  DB_NEXT  Rs_indx ≥ [0]-1  Rs_indx ≥ [0]-1  DB_NEXT  Rs_indx ≥ [0]-1  DB_NE |               | 1                                   |                                  |
| Page   Example: "DataBase" "name" "password" "Cp1251" DB_CONNECT     If all is ok then the index of new DB connection has been placed onto the AS top else will be generated an exception with the error code on the AS top of the Other o   |               |                                     |                                  |
| Example: "DataBase" "name" "password" "Cp1251" DB_CONNECT                                                                                                                                                                                                                                                                                                                                                                                                                                                                                                                                                                                                                                                                                                                                                                                                                                                                                                                                                                                                                                                                                                                                                                                                                                                                                                                                                                                                                                                                                                                                                                                                                                                                                                                                                                                                                                                                                                                                                                                                                                                                     |               |                                     | ¥ 0 =                            |
| "password" "Cp1251" DB_CONNECT                                                                                                                                                                                                                                                                                                                                                                                                                                                                                                                                                                                                                                                                                                                                                                                                                                                                                                                                                                                                                                                                                                                                                                                                                                                                                                                                                                                                                                                                                                                                                                                                                                                                                                                                                                                                                                                                                                                                                                                                                                                                                                |               |                                     |                                  |
| DB_CONNECT   If all is ok then the index of new DB connection has been placed onto the AS top else will be generated an exception with the error code on the AS top, (0 − timeout error).                                                                                                                                                                                                                                                                                                                                                                                                                                                                                                                                                                                                                                                                                                                                                                                                                                                                                                                                                                                                                                                                                                                                                                                                                                                                                                                                                                                                                                                                                                                                                                                                                                                                                                                                                                                                                                                                                                                                     |               |                                     |                                  |
| If all is ok then the index of new DB connection has been placed onto the AS top else will be generated an exception with the error code on the AS top (0 - timeout error).    DB_EXQ                                                                                                                                                                                                                                                                                                                                                                                                                                                                                                                                                                                                                                                                                                                                                                                                                                                                                                                                                                                                                                                                                                                                                                                                                                                                                                                                                                                                                                                                                                                                                                                                                                                                                                                                                                                                                                                                                                                                         |               |                                     |                                  |
| new DB connection has been placed onto the AS topelse will be generated an exception with the error code on the AS top (0 - timeout error).    DB_EXQ                                                                                                                                                                                                                                                                                                                                                                                                                                                                                                                                                                                                                                                                                                                                                                                                                                                                                                                                                                                                                                                                                                                                                                                                                                                                                                                                                                                                                                                                                                                                                                                                                                                                                                                                                                                                                                                                                                                                                                         |               |                                     | _                                |
| been placed onto the AS top (0 - timeout error).   DB_EXQ                                                                                                                                                                                                                                                                                                                                                                                                                                                                                                                                                                                                                                                                                                                                                                                                                                                                                                                                                                                                                                                                                                                                                                                                                                                                                                                                                                                                                                                                                                                                                                                                                                                                                                                                                                                                                                                                                                                                                                                                                                                                     |               |                                     |                                  |
| DB_EXQ  Con_indx str_indx ≠ rs_indx  Create a ResultSet based on a SQL query for a DB connection. The SQL string should be on the AS top. (the word is used for SELECT usually)  DB_EXU  Con_indx str_indx ≠ int  DB_GETINT  Rs_indx int ≠ int  Rs_ded the integer value from the column with the specified number from a RecordSet and to place it to a string.  DB_NGETINT  Rs_indx ≥ [0]-1]  Move the cursor for a RecordSet and to place it on the AS top.  Rs_indx str_indx ≠ int  DB_NGETINT  Rs_indx ≥ [0]-1]  DB_NGETINT  Rs_indx str_indx ≠ int  Read the integer value from the column with the specified number from a RecordSet and to place it to a string.  DB_NGETINT  Rs_indx ≥ [0]-1]  Move the cursor for a RecordSet is empty then 0 else −1.  DB_NGETINT  Rs_indx str_indx ≠ int  Read the integer value from the column with the specified number from a RecordSet and to place it to a string.  To load a DB driver for the name. If all is ok then −1 else 0.  DB_NGETINT  Rs_indx ≥ [0]-1]  Read the integer value from the column with the specified name from a RecordSet on the AS top.  Read the integer value from the column with the specified name from a RecordSet and to place it to a string.  DB_NGETINT  Con_indx ≠ Indx ≥ Indx + Ind |               |                                     |                                  |
| DB_EXQ  Con_indx str_indx ≠ rs_indx  Create a ResultSet based on a SQL query for a DB connection. The SQL string should be on the AS top. (the word is used for SELECT usually)  DB_EXU  Con_indx str_indx ≠ int  Process SQL query for a DB connection, the result of the query will be placed onto the AS top. (Usually used for DELETE, UPDATE and other)  DB_GETINT  Rs_indx int ≠ int  Read the integer value from the column with the specified number from a RecordSet and to place it onto the AS top.  DB_DEXT  Rs_indx ≥ [-1]0]  DB_NEXT  Rs_indx ≥ [-1]0]  DB_NGETINT  Rs_indx = [-1]0]  DB_NGETINT  Rs_indx = [-1]0]  Read the integer value from the column with the specified number from a RecordSet and to place it onto the AS top.  Read the string value from the column with the specified number from a RecordSet and top lace it onto the AS top.  Read the string value from a RecordSet and top lace it onto the AS top.  Read the string value from the column with the specified number from a RecordSet and top lace it onto the AS top.  Read the string value from the column of the AS top.  Read the string value from the column with the specified number from a RecordSet and top lace it onto the AS top.  Read the string value from the column with the specified number from a RecordSet and top lace it onto the AS top.  Read the string value from the column with the specified number from a RecordSet and top lace it onto the AS top.  Read the string value from the column with the specified on the AS top.  Read |               |                                     |                                  |
| DB_EXQ  Con_indx str_indx ≈ rs_indx  Create a ResultSet based on a SQL query for a DB connection. The SQL string should be on the AS top. (the word is used for SELECT usually)  DB_EXU  Con_indx str_indx ≈ int  DB_GETINT  Rs_indx int ≈ int  Rs_indx int str_indx ≈ defense a RecordSet and to place it onto the AS top.  DB_NGETINT  Rs_indx ≈ [-1 0]  Read the integer value from the column with the specified name from a RecordSet and to place it on the x string. The column with the specified name from a RecordSet and to place it on the x string. The column will the specified name from a RecordSet and to place it on the x string. The column will the specified name from a RecordSet and to place it on the x string. The column is x string.  DB_ROLLBACK  Con_indx ≈ [-1 0]  Con_indx ≈ [-1 0]  Read the integer value from the column will the specified name from a RecordSet and to place it on the x string. The column will the specified name from a RecordSet and to place it on the x string. The column will the specified name from a RecordSet and to place it on the x string. The column will the specified name from a RecordSet and to place it on the x string. The column is x tring. The x string. The x string and x tring an |               |                                     |                                  |
| a SQL query for a DB connection. The SQL string should be on the AS top. (the word is used for SELECT usually)  DB_EXU  Con_indx str_indx ≠ int  DB_COMMIT  Rs_indx int ≠ int  Rs_indx int ≠ int  Rs_indx int ≠ int  Rs_indx int tstr_indx ≠ int  DB_CETINT  Rs_indx int str_indx ≠ int  Read the integer value from the column with the specified number from a RecordSet and to place it to a string.  DB_LOAD  Str_indx ≠ [-1]0]  DB_NEXT  Rs_indx ≤ [-1]0]  DB_NEXT  Rs_indx ≤ [0]-1]  Move the cursor for a RecordSet to next string. If the record set empty then 0 else −1.  DB_NGETINT  Rs_indx str_indx ≠ int  Read the integer value from the column with the specified number from a RecordSet to next string. If the record set empty then 0 else −1.  DB_NGETINT  Rs_indx str_indx ≠ int  Read the integer value from the column with the specified name from a RecordSet to next string. If the record set empty then the column with the specified name from a RecordSet and to place it to a string.  DB_NGETSTR  Rs_indx column_str_indx  str_dst_indx ≠ int  Con_indx ≠ Read the integer value from the column with the specified name from a RecordSet and to place it to a string.  DB_COMMIT  Con_indx ≠ Read the string value from the column with the specified name from a RecordSet and to place it to a string.  To end a successful transaction for a DB connection.  DB_ROLLBACK  Con_indx ≠ Read transaction for a DB connection.  DB_TRANS  Con_indx mode ≠ Stransaction isolation mode for a DB connection.  To open a binary stream from the name specified for mode for a DB connection.                                                                                                                                                                                                                                                                                                                                                                                                                                                                                                     |               |                                     | timeout error).                  |
| Connection. The SQL string should be on the AS top. (the word is used for SELECT usually)   DB_EXU                                                                                                                                                                                                                                                                                                                                                                                                                                                                                                                                                                                                                                                                                                                                                                                                                                                                                                                                                                                                                                                                                                                                                                                                                                                                                                                                                                                                                                                                                                                                                                                                                                                                                                                                                                                                                                                                                                                                                                                                                            | DB_EXQ        | Con_indx str_indx ≠ rs_indx         |                                  |
| DB_EXU  Con_indx str_indx ≠ int  DB_EXU  Con_indx str_indx ≠ int  Process SQL query for a DB connection, the result of the query will be placed onto the AS top.  (Usually used for DELETE, UPDATE and other)  DB_GETINT  Rs_indx int ≠ int  Read the integer value from the column with the specified number from a RecordSet and to place it onto the AS top.  DB_GETSTR  Rs_indx int str_indx ≠ Read the string value from the column with the specified number from a RecordSet and to place it to a string.  DB_LOAD  Str_indx ≠ [-1 0]  To load a DB driver for the name. If all is ok then—1 else 0.  DB_NEXT  Rs_indx ≈ [0 -1]  Move the cursor for a RecordSet to next string. If the record set is empty then 0 else—1.  PB_NGETINT  Rs_indx str_indx ≠ int  Read the integer value from the column with the specified name from a RecordSet and to place it onto the AS top.  DB_NGETSTR  Rs_indx column_str_indx  Read the integer value from the column with the specified name from a RecordSet and to place it onto the AS top.  DB_COMMIT  Con_indx ≠ To end a successful transaction for a DB connection.  DB_TRANS  Con_indx mode ≠ Residual stransaction for a DB connection.  DB_NGETBLOB  Rs_indx str_indx ≠ To open a binary stream from the name specified                                                                                                                                                                                                                                                                                                                                                                                                                                                                                                                                                                                                                                                                                                                                                                                                                                             |               |                                     |                                  |
| DB_EXU  Con_indx str_indx ≠ int  DB_EXU  Con_indx str_indx ≠ int  Process SQL query for a DB connection, the result of the query will be placed onto the AS top.  (Usually used for DELETE, UPDATE and other)  Read the integer value from the column with the specified number from a RecordSet and to place it onto the AS top.  Read the string value from the column with the specified number from a RecordSet and to place it on a string.  DB_LOAD  Str_indx ≠ [-1 0]  DB_NEXT  Rs_indx ≠ [0 -1]  Move the cursor for a RecordSet to next string. If the record set is empty then 0 else -1.  DB_NGETINT  Rs_indx str_indx ≠ int  Rs_indx column_str_indx  Read the integer value from the column with the specified number from a RecordSet to next string. If the record set is empty then 0 else -1.  DB_NGETINT  Rs_indx column_str_indx  Read the string value from the column with the specified name from a RecordSet and to place it on to the AS top.  DB_COMMIT  Con_indx ≠ To end a successful transaction for a DB connection.  DB_TRANS  Con_indx mode ≠ Set transaction for a DB connection.  DB_NGETBLOB  Rs_indx str_indx ≠ To open a binary stream from the name specified                                                                                                                                                                                                                                                                                                                                                                                                                                                                                                                                                                                                                                                                                                                                                                                                                                                                                                                            |               |                                     | _                                |
| DB_EXU                                                                                                                                                                                                                                                                                                                                                                                                                                                                                                                                                                                                                                                                                                                                                                                                                                                                                                                                                                                                                                                                                                                                                                                                                                                                                                                                                                                                                                                                                                                                                                                                                                                                                                                                                                                                                                                                                                                                                                                                                                                                                                                        |               |                                     | · ·                              |
| the query will be placed onto the AS top. (Usually used for DELETE, UPDATE and other)  Read the integer value from the column with the specified number from a RecordSet and to place it onto the AS top.  BB_GETSTR  Rs_indx int str_indx   Read the integer value from the column with the specified number from a RecordSet and to place it onto the AS top.  Read the string value from the column with the specified number from a RecordSet and to place it to a string.  DB_LOAD  Str_indx   [-1 0]  To load a DB driver for the name. If all is ok then—1 else 0.  DB_NEXT  Rs_indx   [0 -1]  Move the cursor for a RecordSet to next string. If the record set is empty then 0 else —1.  Read the integer value from the column with the specified name from a RecordSet and to place it onto the AS top.  DB_NGETSTR  Rs_indx column_str_indx  str_dst_indx   To end a successful transaction for a DB connection.  DB_ROLLBACK  Con_indx   Read nestring value from a RecordSet and to place it onto the AS top.  Set transaction for a DB connection.  DB_NGETBLOB  Rs_indx str_indx   Set transaction isolation mode for a DB connection.  To open a binary stream from the name specified from the name specifi | DB_EXU        | Con_indx str_indx ≤ int             |                                  |
| DB_GETINT  Rs_indx int ∠ int  Rs_indx int ∠ int  Read the integer value from the column with the specified number from a RecordSet and to place it onto the AS top.  DB_GETSTR  Rs_indx int str_indx ∠ Read the string value from the column with the specified number from a RecordSet and to place it onto the AS top.  DB_LOAD  Str_indx ∠ [-1 0]  DB_NEXT  Rs_indx ∠ [0 -1]  DB_NEXT  Rs_indx ∠ [0 -1]  DB_NGETINT  Rs_indx str_indx ∠ int  Read the integer value from the name. If all is ok then—1 else 0.  RecordSet to next string. If the record set is empty then 0 else—1.  Read the integer value from a RecordSet and to place it onto the AS top.  DB_NGETINT  Rs_indx column_str_indx  str_dst_indx ∠ Read the integer value from the column with the specified name from a RecordSet and to place it onto the AS top.  DB_COMMIT  Con_indx ∠ Read the string value from the column with the specified name from a RecordSet and to place it onto the AS top.  DB_ROLLBACK  Con_indx ∠ To end a successful transaction for a DB connection.  DB_NGETBLOB  Rs_indx str_indx ∠ Set transaction isolation mode for a DB connection.  DB_NGETBLOB  Rs_indx str_indx ∠ To open a binary stream from the name specified name from the name |               |                                     | ,                                |
| DB_GETINT  Rs_indx int ≥ int  Read the integer value from the column with the specified number from a RecordSet and to place it onto the AS top.  DB_GETSTR  Rs_indx int str_indx ≥  DB_GETSTR  Rs_indx int str_indx ≥  DB_LOAD  Str_indx ≥ [-1 0]  DB_LOAD  Str_indx ≥ [-1 0]  DB_NEXT  Rs_indx ≥ [0 -1]  DB_NEXT  Rs_indx ≥ [0 -1]  DB_NGETINT  Rs_indx str_indx ≥ int  Read the string value from the column with the specified number from a RecordSet and to place it to a string.  Move the cursor for a RecordSet to next string. If the record set is empty then 0 else −1.  Read the string value from the column with the specified name from a RecordSet and to place it onto the AS top.  DB_NGETSTR  Rs_indx column_str_indx ≥ to the column with the specified name from a RecordSet and to place it onto the AS top.  DB_COMMIT  Con_indx ≥ to end a successful transaction for a DB connection.  DB_ROLLBACK  Con_indx ≥ Rollback a transaction for a DB connection.  DB_NGETBLOB  Rs_indx str_indx ≥ To open a binary stream from the name specified name specified.                                                                                                                                                                                                                                                                                                                                                                                                                                                                                                                                                                                                                                                                                                                                                                                                                                                                                                                                                                                                                                         |               |                                     |                                  |
| DB_GETINT   Rs_indx int ≠ int   Read the integer value from the column with the specified number from a RecordSet and to place it onto the AS top.    DB_GETSTR   Rs_indx int str_indx ≠   Read the string value from the column with the specified number from a RecordSet and to place it to a string.    DB_LOAD   Str_indx ≠ [-1 0]   To load a DB driver for the name. If all is ok then −1 else 0.    DB_NEXT   Rs_indx ≠ [0 -1]   Move the cursor for a RecordSet to next string. If the record set is empty then 0 else −1.    DB_NGETINT   Rs_indx str_indx ≠ int   Read the integer value from the column with the specified name from a RecordSet and to place it onto the AS top.    DB_NGETSTR   Rs_indx column_str_indx ≠ the column with the specified name from a RecordSet and to place it onto the AS top.    DB_COMMIT   Con_indx ≠ the column with the specified name from a RecordSet and to place it to a string.    DB_ROLLBACK   Con_indx ≠ the column with the specified name from a RecordSet and to place it to a string.    DB_ROLLBACK   Con_indx ≠ the column with the specified name from a RecordSet and to place it to a string.    DB_ROLLBACK   Con_indx ≠ the column with the specified name from a DB connection.    DB_ROLLBACK   Con_indx ≠ the column with the specified name from a DB connection.    DB_ROLLBACK   Con_indx ≠ the column with the specified name from a DB connection.    DB_ROLLBACK   Con_indx ≠ the column with the specified name from a DB connection.    DB_ROLLBACK   Con_indx ≠ the column with the specified name from the name from the name from the name from the nam   |               |                                     | (Usually used for DELETE,        |
| the column with the specified number from a RecordSet and to place it onto the AS top.  DB_GETSTR  Rs_indx int str_indx   Read the string value from the column with the specified number from a RecordSet and to place it to a string.  DB_LOAD  Str_indx   [-1 0]  To load a DB driver for the name. If all is ok then-1 else 0.  Move the cursor for a RecordSet to next string. If the record set is empty then 0 else -1.  DB_NGETINT  Rs_indx str_indx   int  Read the integer value from the column with the specified name from a RecordSet and to place it onto the AS top.  DB_NGETSTR  Rs_indx column_str_indx  str_dst_indx   Read the string value from the column with the specified name from a RecordSet and to place it onto the AS top.  DB_COMMIT  Con_indx   To end a successful transaction for a DB connection.  DB_ROLLBACK  Con_indx   Reindx str_indx   To end a successful transaction for a DB connection.  DB_TRANS  Con_indx mode   Set transaction isolation mode for a DB connection.  To open a binary stream from the name specified                                                                                                                                                                                                                                                                                                                                                                                                                                                                                                                                                                                                                                                                                                                                                                                                                                                                                                                                                                                                                                                         | DR CETINT     | Re indy int ≠ int                   |                                  |
| DB_GETSTR  Rs_indx int str_indx   Read the string value from the column with the specified number from a RecordSet and to place it to a string.  DB_LOAD  Str_indx   [-1 0]  DB_LOAD  Str_indx  [-1 0]  To load a DB driver for the name. If all is ok then-1 else 0.  Move the cursor for a RecordSet to next string. If the record set is empty then 0 else -1.  DB_NGETINT  Rs_indx str_indx  int  Read the integer value from the column with the specified name from a RecordSet and to place it onto the AS top.  DB_NGETSTR  Rs_indx column_str_indx str_dst_indx   Read the string value from the column with the specified name from a RecordSet and to place it onto the AS top.  DB_COMMIT  Con_indx   To end a successful transaction for a DB connection.  DB_ROLLBACK  Con_indx   Rs_indx str_indx   Set transaction for a DB connection.  DB_NGETBLOB  Rs_indx str_indx   To open a binary stream from the name specified                                                                                                                                                                                                                                                                                                                                                                                                                                                                                                                                                                                                                                                                                                                                                                                                                                                                                                                                                                                                                                                                                                                                                                                      | DD_GETE(1     | KS_INGA INT 25 INT                  |                                  |
| DB_GETSTR  Rs_indx int str_indx   Read the string value from the column with the specified number from a RecordSet and to place it to a string.  DB_LOAD  Str_indx   [-1 0]  To load a DB driver for the name. If all is ok then—1 else 0.  DB_NEXT  Rs_indx   [0 -1]  Move the cursor for a RecordSet to next string. If the record set is empty then 0 else—1.  Rs_indx str_indx   int  Read the integer value from the column with the specified name from a RecordSet and to place it onto the AS top.  DB_NGETSTR  Rs_indx column_str_indx  str_dst_indx   Each the string value from the column with the specified name from a RecordSet and to place it onto the AS top.  DB_COMMIT  Con_indx   To end a successful transaction for a DB connection.  DB_TRANS  Con_indx   Re_indx str_indx   Set transaction isolation mode for a DB connection.  DB_NGETBLOB  Rs_indx str_indx   To open a binary stream from the name specified                                                                                                                                                                                                                                                                                                                                                                                                                                                                                                                                                                                                                                                                                                                                                                                                                                                                                                                                                                                                                                                                                                                                                                                     |               |                                     | _                                |
| the column with the specified number from a RecordSet and to place it to a string.  DB_LOAD  Str_indx ∠ [-1 0]  To load a DB driver for the name. If all is ok then—I else 0.  DB_NEXT  Rs_indx ∠ [0 -1]  Move the cursor for a RecordSet to next string. If the record set is empty then 0 else −1.  DB_NGETINT  Rs_indx str_indx ∠ int  Read the integer value from the column with the specified name from a RecordSet and to place it onto the AS top.  DB_NGETSTR  Rs_indx column_str_indx str_dst_indx ∠ Read the string value from the column with the specified name from a RecordSet and to place it on a string.  DB_COMMIT  Con_indx ∠ To end a successful transaction for a DB connection.  DB_ROLLBACK  Con_indx ∠ Rollback a transaction for a DB connection.  DB_TRANS  Con_indx mode ∠ Set transaction isolation mode for a DB connection.  To open a binary stream from the name specified                                                                                                                                                                                                                                                                                                                                                                                                                                                                                                                                                                                                                                                                                                                                                                                                                                                                                                                                                                                                                                                                                                                                                                                                                   |               |                                     |                                  |
| Specified number from a RecordSet and to place it to a string.    DB_LOAD                                                                                                                                                                                                                                                                                                                                                                                                                                                                                                                                                                                                                                                                                                                                                                                                                                                                                                                                                                                                                                                                                                                                                                                                                                                                                                                                                                                                                                                                                                                                                                                                                                                                                                                                                                                                                                                                                                                                                                                                                                                     | DB_GETSTR     | Rs_indx int str_indx                | 8                                |
| DB_LOAD  Str_indx ≥ [-1 0]  To load a DB driver for the name. If all is ok then—1 else 0.  DB_NEXT  Rs_indx ≥ [0 -1]  Move the cursor for a RecordSet to next string. If the record set is empty then 0 else—1.  DB_NGETINT  Rs_indx str_indx ≥ int  Read the integer value from the column with the specified name from a RecordSet and to place it onto the AS top.  DB_NGETSTR  Rs_indx column_str_indx  Str_dst_indx ≥   DB_COMMIT  Con_indx ≥   Con_indx ≥   To end a successful transaction for a DB connection.  DB_TRANS  Con_indx node ≥   Set transaction isolation mode for a DB connection.  DB_NGETBLOB  Rs_indx str_indx ≥   To open a binary stream from the name specified                                                                                                                                                                                                                                                                                                                                                                                                                                                                                                                                                                                                                                                                                                                                                                                                                                                                                                                                                                                                                                                                                                                                                                                                                                                                                                                                                                                                                                    |               |                                     |                                  |
| DB_LOAD       Str_indx ⋈ [-1 0]       To load a DB driver for the name. If all is ok then −1 else 0.         DB_NEXT       Rs_indx ⋈ [0 -1]       Move the cursor for a RecordSet to next string. If the record set is empty then 0 else −1.         DB_NGETINT       Rs_indx str_indx ⋈ int       Read the integer value from the column with the specified name from a RecordSet and to place it onto the AS top.         DB_NGETSTR       Rs_indx column_str_indx ⋈ str_dst_indx ⋈ str_dst_indx ⋈ str_dst_indx ⋈ string.       Read the string value from the column with the specified name from a RecordSet and to place it to a string.         DB_COMMIT       Con_indx ⋈ str_indx ⋈ string.       To end a successful transaction for a DB connection.         DB_ROLLBACK       Con_indx ⋈ str_indx ⋈ str_indx ⋈ set transaction isolation mode for a DB connection.         DB_TRANS       Con_indx mode ⋈ str_indx ⋈ set transaction isolation mode for a DB connection.         DB_NGETBLOB       Rs_indx str_indx ⋈ str_indx ⋈ str_indx ⋈ str_indx ⋈ str_indx ws       To open a binary stream from the name specified                                                                                                                                                                                                                                                                                                                                                                                                                                                                                                                                                                                                                                                                                                                                                                                                                                                                                                                                                                                           |               |                                     |                                  |
| DB_NEXT  Rs_indx ≥ [0]-1]  Move the cursor for a RecordSet to next string. If the record set is empty then 0 else −1.  DB_NGETINT  Rs_indx str_indx ≥ int  Read the integer value from the column with the specified name from a RecordSet and to place it onto the AS top.  DB_NGETSTR  Rs_indx column_str_indx  str_dst_indx ≥ Read the string value from the column with the specified name from a RecordSet and to place it on a string.  DB_COMMIT  Con_indx ≥ To end a successful transaction for a DB connection.  DB_ROLLBACK  Con_indx ≥ Rollback a transaction for a DB connection.  DB_TRANS  Con_indx mode ≥ Set transaction isolation mode for a DB connection.  DB_NGETBLOB  Rs_indx str_indx ≥ To open a binary stream from the name specified                                                                                                                                                                                                                                                                                                                                                                                                                                                                                                                                                                                                                                                                                                                                                                                                                                                                                                                                                                                                                                                                                                                                                                                                                                                                                                                                                                 | DR LOAD       | Stn indy ~ [ 1 0]                   |                                  |
| DB_NEXT       Rs_indx ⋈ [0]-1]       Move the cursor for a RecordSet to next string. If the record set is empty then 0 else −1.         DB_NGETINT       Rs_indx str_indx ⋈ int       Read the integer value from the column with the specified name from a RecordSet and to place it onto the AS top.         DB_NGETSTR       Rs_indx column_str_indx str_dst_indx ⋈ str_dst_indx ⋈       Read the string value from the column with the specified name from a RecordSet and to place it to a string.         DB_COMMIT       Con_indx ⋈       To end a successful transaction for a DB connection.         DB_ROLLBACK       Con_indx ⋈       Rollback a transaction for a DB connection.         DB_TRANS       Con_indx mode ⋈       Set transaction isolation mode for a DB connection.         DB_NGETBLOB       Rs_indx str_indx ⋈       To open a binary stream from the name specified                                                                                                                                                                                                                                                                                                                                                                                                                                                                                                                                                                                                                                                                                                                                                                                                                                                                                                                                                                                                                                                                                                                                                                                                                              | DB_LOAD       | Sti_max & [-1]vj                    |                                  |
| RecordSet to next string. If the record set is empty then 0 else −1.    DB_NGETINT                                                                                                                                                                                                                                                                                                                                                                                                                                                                                                                                                                                                                                                                                                                                                                                                                                                                                                                                                                                                                                                                                                                                                                                                                                                                                                                                                                                                                                                                                                                                                                                                                                                                                                                                                                                                                                                                                                                                                                                                                                            |               | 7                                   |                                  |
| DB_NGETINT       Rs_indx str_indx ≠ int       Read the integer value from the column with the specified name from a RecordSet and to place it onto the AS top.         DB_NGETSTR       Rs_indx column_str_indx str_dst_indx ≠ str_dst_indx ≠       Read the string value from the column with the specified name from a RecordSet and to place it to a string.         DB_COMMIT       Con_indx ≠       To end a successful transaction for a DB connection.         DB_ROLLBACK       Con_indx ≠       Rollback a transaction for a DB connection.         DB_TRANS       Con_indx mode ≠       Set transaction isolation mode for a DB connection.         DB_NGETBLOB       Rs_indx str_indx ≠       To open a binary stream from the name specified                                                                                                                                                                                                                                                                                                                                                                                                                                                                                                                                                                                                                                                                                                                                                                                                                                                                                                                                                                                                                                                                                                                                                                                                                                                                                                                                                                      | DB_NEXT       | Rs_indx ∠ [0 -1]                    |                                  |
| DB_NGETINT       Rs_indx str_indx ≠ int       Read the integer value from the column with the specified name from a RecordSet and to place it onto the AS top.         DB_NGETSTR       Rs_indx column_str_indx str_dst_indx ≠ str_dst_indx ≠ str_dst_indx ≠ specified name from a RecordSet and to place it to a string.         DB_COMMIT       Con_indx ≠ str_indx ≠ specified name from a RecordSet and to place it to a string.         DB_ROLLBACK       Con_indx ≠ specified name from a RecordSet and to place it to a string.         DB_ROLLBACK       Con_indx ≠ specified name from a RecordSet and to place it to a string.         DB_ROLLBACK       Con_indx ≠ specified name from a RecordSet and to place it to a string.         DB_ROLLBACK       Con_indx ≠ specified name from a RecordSet and to place it to a string.         DB_ROLLBACK       Con_indx ≠ specified name from a RecordSet and to place it to a string.         DB_ROLLBACK       Con_indx ≠ specified name from a RecordSet and to place it to a string.         DB_ROLLBACK       Con_indx ≠ specified name from a RecordSet and to place it to a string.         DB_ROLLBACK       Con_indx ≠ specified name from a RecordSet and to place it to a string.         To open a binary stream from the name specified name from t                                                                                                                                                                                                                                                                                                                                                                                                                                          |               |                                     | the record set is empty then     |
| the column with the specified name from a RecordSet and to place it onto the AS top.  DB_NGETSTR  Rs_indx column_str_indx str_dst_indx   Str_dst_indx   Read the string value from the column with the specified name from a RecordSet and to place it to a string.  DB_COMMIT  Con_indx   To end a successful transaction for a DB connection.  DB_ROLLBACK  Con_indx   Con_indx   Rollback a transaction for a DB connection.  DB_TRANS  Con_indx mode   Set transaction isolation mode for a DB connection.  DB_NGETBLOB  Rs_indx str_indx   To open a binary stream from the name specified                                                                                                                                                                                                                                                                                                                                                                                                                                                                                                                                                                                                                                                                                                                                                                                                                                                                                                                                                                                                                                                                                                                                                                                                                                                                                                                                                                                                                                                                                                                               | DR NCETINT    | Do inducte indu ~ int               |                                  |
| RecordSet and to place it onto the AS top.    DB_NGETSTR                                                                                                                                                                                                                                                                                                                                                                                                                                                                                                                                                                                                                                                                                                                                                                                                                                                                                                                                                                                                                                                                                                                                                                                                                                                                                                                                                                                                                                                                                                                                                                                                                                                                                                                                                                                                                                                                                                                                                                                                                                                                      | חס"וופהוווון  | K5_mux Sti_mux & ilit               |                                  |
| DB_NGETSTR  Rs_indx column_str_indx str_dst_indx   Str_dst_indx   Str_dst_indx   Read the string value from the column with the specified name from a RecordSet and to place it to a string.  DB_COMMIT  Con_indx   To end a successful transaction for a DB connection.  DB_ROLLBACK  Con_indx   Rollback a transaction for a DB connection.  DB_TRANS  Con_indx mode   Set transaction isolation mode for a DB connection.  DB_NGETBLOB  Rs_indx str_indx   To open a binary stream from the name specified                                                                                                                                                                                                                                                                                                                                                                                                                                                                                                                                                                                                                                                                                                                                                                                                                                                                                                                                                                                                                                                                                                                                                                                                                                                                                                                                                                                                                                                                                                                                                                                                                 |               |                                     |                                  |
| DB_NGETSTR       Rs_indx column_str_indx str_dst_indx ≠       Read the string value from the column with the specified name from a RecordSet and to place it to a string.         DB_COMMIT       Con_indx ≠       To end a successful transaction for a DB connection.         DB_ROLLBACK       Con_indx ≠       Rollback a transaction for a DB connection.         DB_TRANS       Con_indx mode ≠       Set transaction isolation mode for a DB connection.         DB_NGETBLOB       Rs_indx str_indx ≠       To open a binary stream from the name specified                                                                                                                                                                                                                                                                                                                                                                                                                                                                                                                                                                                                                                                                                                                                                                                                                                                                                                                                                                                                                                                                                                                                                                                                                                                                                                                                                                                                                                                                                                                                                            |               |                                     |                                  |
| Specified name from a RecordSet and to place it to a string.    DB_COMMIT                                                                                                                                                                                                                                                                                                                                                                                                                                                                                                                                                                                                                                                                                                                                                                                                                                                                                                                                                                                                                                                                                                                                                                                                                                                                                                                                                                                                                                                                                                                                                                                                                                                                                                                                                                                                                                                                                                                                                                                                                                                     | DB_NGETSTR    |                                     | Read the string value from       |
| DB_COMMIT  Con_indx   To end a successful transaction for a DB connection.  DB_ROLLBACK  Con_indx   Con_indx  |               | str_dst_indx 🗷                      |                                  |
| DB_COMMIT  Con_indx   To end a successful transaction for a DB connection.  DB_ROLLBACK  Con_indx   Rollback a transaction for a DB connection.  DB_TRANS  Con_indx mode   Set transaction isolation mode for a DB connection.  DB_NGETBLOB  Rs_indx str_indx   To open a binary stream from the name specified                                                                                                                                                                                                                                                                                                                                                                                                                                                                                                                                                                                                                                                                                                                                                                                                                                                                                                                                                                                                                                                                                                                                                                                                                                                                                                                                                                                                                                                                                                                                                                                                                                                                                                                                                                                                               |               |                                     |                                  |
| transaction for a DB connection.  DB_ROLLBACK Con_indx   Rollback a transaction for a DB connection.  DB_TRANS Con_indx mode   Set transaction isolation mode for a DB connection.  DB_NGETBLOB Rs_indx str_indx   To open a binary stream from the name specified                                                                                                                                                                                                                                                                                                                                                                                                                                                                                                                                                                                                                                                                                                                                                                                                                                                                                                                                                                                                                                                                                                                                                                                                                                                                                                                                                                                                                                                                                                                                                                                                                                                                                                                                                                                                                                                            | DD COLUMN     |                                     | a string.                        |
| DB_ROLLBACK       Con_indx ⋈       Rollback a transaction for a DB connection.         DB_TRANS       Con_indx mode ⋈       Set transaction isolation mode for a DB connection.         DB_NGETBLOB       Rs_indx str_indx ⋈       To open a binary stream from the name specified                                                                                                                                                                                                                                                                                                                                                                                                                                                                                                                                                                                                                                                                                                                                                                                                                                                                                                                                                                                                                                                                                                                                                                                                                                                                                                                                                                                                                                                                                                                                                                                                                                                                                                                                                                                                                                            | DR_COMMIL     | Con_indx ∠                          |                                  |
| DB_TRANS       Con_indx mode ≥       Set transaction isolation mode for a DB connection.         DB_NGETBLOB       Rs_indx str_indx ≥       To open a binary stream from the name specified                                                                                                                                                                                                                                                                                                                                                                                                                                                                                                                                                                                                                                                                                                                                                                                                                                                                                                                                                                                                                                                                                                                                                                                                                                                                                                                                                                                                                                                                                                                                                                                                                                                                                                                                                                                                                                                                                                                                   |               |                                     | connection.                      |
| DB_TRANS       Con_indx mode ≥       Set transaction isolation mode for a DB connection.         DB_NGETBLOB       Rs_indx str_indx ≥       To open a binary stream from the name specified                                                                                                                                                                                                                                                                                                                                                                                                                                                                                                                                                                                                                                                                                                                                                                                                                                                                                                                                                                                                                                                                                                                                                                                                                                                                                                                                                                                                                                                                                                                                                                                                                                                                                                                                                                                                                                                                                                                                   | DB_ROLLBACK   | Con_indx ∠                          |                                  |
|                                                                                                                                                                                                                                                                                                                                                                                                                                                                                                                                                                                                                                                                                                                                                                                                                                                                                                                                                                                                                                                                                                                                                                                                                                                                                                                                                                                                                                                                                                                                                                                                                                                                                                                                                                                                                                                                                                                                                                                                                                                                                                                               | DB_TRANS      | Con_indx mode ≤                     |                                  |
| from the name specified                                                                                                                                                                                                                                                                                                                                                                                                                                                                                                                                                                                                                                                                                                                                                                                                                                                                                                                                                                                                                                                                                                                                                                                                                                                                                                                                                                                                                                                                                                                                                                                                                                                                                                                                                                                                                                                                                                                                                                                                                                                                                                       | _             | -                                   | mode for a DB connection.        |
|                                                                                                                                                                                                                                                                                                                                                                                                                                                                                                                                                                                                                                                                                                                                                                                                                                                                                                                                                                                                                                                                                                                                                                                                                                                                                                                                                                                                                                                                                                                                                                                                                                                                                                                                                                                                                                                                                                                                                                                                                                                                                                                               | DB_NGETBLOB   | Rs_indx str_indx                    |                                  |
|                                                                                                                                                                                                                                                                                                                                                                                                                                                                                                                                                                                                                                                                                                                                                                                                                                                                                                                                                                                                                                                                                                                                                                                                                                                                                                                                                                                                                                                                                                                                                                                                                                                                                                                                                                                                                                                                                                                                                                                                                                                                                                                               |               |                                     |                                  |

| DD CEEDLOD             |                                             | Lm 11                                                                   |
|------------------------|---------------------------------------------|-------------------------------------------------------------------------|
| DB_GETBLOB             | Rs_indx int ∠                               | To open a binary stream from the index specified column of a Resultset. |
| FILELIST               | Serv_alias dir_name ≤ tkn_indx              | To create a string tokeinzer                                            |
|                        |                                             | contains file list in a                                                 |
|                        |                                             | subdirectory of a virtual                                               |
|                        |                                             | server. Directory names                                                 |
| DB_RSCLOSE             | Rs_indx ≠                                   | start with "/". Close a resultset.                                      |
| DB_RSCLOSE             | KS_INUX Ø                                   | Close a resultset.                                                      |
| LOAD                   | Str index €                                 | Execute a FSP file and                                                  |
| LOND                   | Sti_muca &                                  | return back to the FSP                                                  |
|                        |                                             | script                                                                  |
| PLAYFILE               | Str_indx ≠                                  | Execute a FSP file but                                                  |
|                        |                                             | don't return back.                                                      |
| I2S                    | Int str_indx ≰                              | To convert a number to a string.                                        |
| I2H                    | Int str_indx ≠                              | To convert a number to a                                                |
| 1211                   | Int sti_mux 2                               | hex string representation.                                              |
| S2I                    | Str_indx ≤ int                              | To convert a string to a                                                |
|                        | g                                           | number.                                                                 |
| SEXECUTE               | Str_indx ≠                                  | Execute the word with the name on the AS top.                           |
| SFIND                  | Str_indx & [-1 0]                           | To find the word with the                                               |
| STILLE                 | Str_max & [ 1]v]                            | name on the AS top, if the                                              |
|                        |                                             | word has been found then -                                              |
|                        |                                             | 1 else 0.                                                               |
| IMG_CRT                | w h i ∠ img_indx                            | To create an image with W                                               |
|                        |                                             | (width) and H (height) and fill it by I (background                     |
|                        |                                             | color).                                                                 |
| IMG_GPNT               | Img_indx x y \( \neq \) img_indx color_indx | To get the color of a point                                             |
|                        | <u> </u>                                    | of an image in X Y cords.                                               |
| IMG_SPNT               | Img_indx x y ≤ img_indx                     | Draw a point on an image                                                |
|                        |                                             | in X Y cords by current color.                                          |
| IMG_SPAL               | Img_indx palette_indx ≠ img_indx            | Set the palette to an image.                                            |
| IMG_DPAL               | Img_indx ≤ img_indx                         | Set default palette to an                                               |
|                        |                                             | image.                                                                  |
| IMG_LINE               | Img_indx x1 y1 x2 y2 ≤ img_indx             | Draw a line on an image                                                 |
| IMG LINEF              | Img_linef x y ≠ img_indx                    | with current pen color.  Draw a line on an image                        |
| INIG_LINEF             | Img_inter x y z img_intx                    | with current pen color from                                             |
|                        |                                             | the last work point                                                     |
| IMG_CIRCLE             | Img_indx x y r ≠ img_indx                   | Draw a circle with the pen                                              |
|                        |                                             | color in X Y cords with R                                               |
| IMG_FILL               | Img_indx x y b ≥ img_indx                   | radius. Fill the area with the pen                                      |
| IMG_FILL               | Img_max x y b & mig_max                     | color from X Y point . B –                                              |
|                        |                                             | color of the border.                                                    |
| IMG_ELPS               | Img_indx x1 y1 x2 y2                        | Draw an ellipse what is                                                 |
|                        |                                             | inscribed into a rectangle                                              |
|                        |                                             | with corner cords x1 y1 x2<br>y2                                        |
| IMG_RCTNG              | Img_indx x1 y1 x2 y2 ≤ img_indx             | Draw a rectangle with the                                               |
|                        | g                                           | pen color. x1 y1 and x2 y2                                              |
|                        | 1                                           | – the corner cords.                                                     |
| IMG_FRCTNG             | Img_indx x1 y1 x2 y2 ≤ img_indx             | The same as IMG_RCTNG                                                   |
|                        |                                             | but fills the inside area with the pen color.                           |
| IMG_RRCTNG             | Img_indx x1 y1 x2 y2 r ≠ img_indx           | Draw a rounded rectangle.                                               |
|                        |                                             | R – radius of corners.                                                  |
| IMG_SETC               | Img_indx color_indx ≤ img_indx              | Set the pen color.                                                      |
| IMG_LDIMG              | Img_indx str_indx ∠ img_indx                | Load an image from disk                                                 |
|                        |                                             | (format Rimage) to an                                                   |
| IMG_DRW                | Img_dst img_src x y ≤ img_dst               | image.  Draw an image to other                                          |
| 1.10_DK!!              | ang_ust mg_sit A j ≈ img_ust                | image in X Y cords.                                                     |
| IMG_DRWT               | Img_dst img_src x y ≠ img_dst               | Draw an image to other                                                  |
|                        | <u> </u>                                    | image in X Y cords with                                                 |
|                        |                                             | transparent color what is                                               |
| IMG_SENDWBMP           | Img_dst ≠                                   | equivalent to the pen color.  Send an image to output                   |
| THE STATE OF THE STATE | IIIg_ust &                                  | Schu an image to output                                                 |

| stream as WBMP image.  The format is black white so the image will be converted before sending. The pen color is used as bevert time.  IMG_SENDGIF  Img_dst ≠ send an image to the output stream as a GIF image.  IMG_LDPAL   String_index ≠ palette_index   Load the palette from a file.  IMG_SETPS   Img_indx point_size ≠ img_indx   Set the point size for an image.  IMG_SETPS   Img_indx ≠ img_indx   Set the point size for an image.  IMG_SETINDXC   Img_indx ≠ img_indx w h   Image.  IMG_SETINDXC   img_indx rg b color_indx ≠ img_indx   color.  IMG_DRWIXT   Img_indx str_indx bck_color x y ≠ img_indx   Draw text to an image with the pen color to X Y position. If bck_color < 0 then background will be transparent.  SENDHTTPIIDR   Ext_indx ≠ Img_indx rg   Get RGB for the specified color.  SENDHTTPIIDR   Ext_indx ≠ Img_indx rg   Get RGB for the specified color.  SENDHTTPIIDR   Ext_indx ≠ Img_indx rg   Get RGB for the specified color.  SENDHTTPIIDR   Ext_indx ≠ Img_indx rg   Get RGB for the specified color.  SENDHTTPIIDR   Ext_indx ≠ Img_indx rg   Get RGB for the specified color.  SENDHTTPIIDR   Ext_indx ≠ Img_indx rg   Get RGB for the specified color.  SENDHTTPIIDR   Ext_indx ≠ Img_indx rg   Get RGB for the specified color.  SENDHTTPIIDR   Ext_indx ≠ Img_indx rg   Get RGB for the specified color.  SENDHTTPIIDR   Ext_indx ≠ Img_indx rg   Get RGB for the specified color.  SENDHTTPIIDR   Ext_indx ≠ Img_indx rg   Get RGB for the specified color.  SENDHTTPIIDR   Ext_indx ≠ Img_indx rg   Get RGB for the specified color.  SENDHTTPIIDR   Ext_indx ≠ Img_indx rg   Get RGB for the specified color.  SENDHTTPIIDR   Ext_indx ≠ Img_indx rg   Get RGB for the specified color.  SENDHTTPIIDR   Ext_indx = Img_indx rg   Get RGB for the specified color.  SENDHTTPIIDR   Ext_indx = Img_indx rg   Get RGB for the specified color.  SENDHTTPIIDR   Img_indx rg   Get RGB for the specified color.  SENDHTTPIIDR   Img_indx rg   Get RGB for the specified color.  SENDHTTPIIDR   Img_indx rg   Get RGB for the specified color.  SENDHTTPIIDR   Img_indx rg   Get R |                |                                   |  |                            |
|-------------------------------------------------------------------------------------------------------------------------------------------------------------------------------------------------------------------------------------------------------------------------------------------------------------------------------------------------------------------------------------------------------------------------------------------------------------------------------------------------------------------------------------------------------------------------------------------------------------------------------------------------------------------------------------------------------------------------------------------------------------------------------------------------------------------------------------------------------------------------------------------------------------------------------------------------------------------------------------------------------------------------------------------------------------------------------------------------------------------------------------------------------------------------------------------------------------------------------------------------------------------------------------------------------------------------------------------------------------------------------------------------------------------------------------------------------------------------------------------------------------------------------------------------------------------------------------------------------------------------------------------------------------------------------------------------------------------------------------------------------------------------------------------------------------------------------------------------------------------------------------------------------------------------------------------------------------------------------------------------------------------------------------------------------------------------------------------------------------------------------|----------------|-----------------------------------|--|----------------------------|
| So the image will be converted before sending. The pen color is used as border color during the covert time.    IMG_SENDGIF                                                                                                                                                                                                                                                                                                                                                                                                                                                                                                                                                                                                                                                                                                                                                                                                                                                                                                                                                                                                                                                                                                                                                                                                                                                                                                                                                                                                                                                                                                                                                                                                                                                                                                                                                                                                                                                                                                                                                                                                   |                |                                   |  | stream as WBMP image.      |
| Converted before sending. The pen color is used as border color during the covert time.                                                                                                                                                                                                                                                                                                                                                                                                                                                                                                                                                                                                                                                                                                                                                                                                                                                                                                                                                                                                                                                                                                                                                                                                                                                                                                                                                                                                                                                                                                                                                                                                                                                                                                                                                                                                                                                                                                                                                                                                                                       |                |                                   |  |                            |
| The pen color is used as border color during the covert time.                                                                                                                                                                                                                                                                                                                                                                                                                                                                                                                                                                                                                                                                                                                                                                                                                                                                                                                                                                                                                                                                                                                                                                                                                                                                                                                                                                                                                                                                                                                                                                                                                                                                                                                                                                                                                                                                                                                                                                                                                                                                 |                |                                   |  |                            |
| Img_serior   Img_dst ≥   Send an image to the covert time.                                                                                                                                                                                                                                                                                                                                                                                                                                                                                                                                                                                                                                                                                                                                                                                                                                                                                                                                                                                                                                                                                                                                                                                                                                                                                                                                                                                                                                                                                                                                                                                                                                                                                                                                                                                                                                                                                                                                                                                                                                                                    |                |                                   |  |                            |
| Img_str   Img_dst   Send an image to the output stream as a GF                                                                                                                                                                                                                                                                                                                                                                                                                                                                                                                                                                                                                                                                                                                                                                                                                                                                                                                                                                                                                                                                                                                                                                                                                                                                                                                                                                                                                                                                                                                                                                                                                                                                                                                                                                                                                                                                                                                                                                                                                                                                |                |                                   |  |                            |
| IMG_LDPAL   String_index ≤ palette_index   Load the palette from a file.   IMG_SETPS   Img_indx point_size ≠ img_indx   Set the point size for an file.   IMG_SETNTX   Img_indx ≠ img_indx w h   Get width and height of an image.   IMG_SETNDXC   img_indx r g b color_indx ≠ img_indx   Set RGB for the specified color.   IMG_DRWTXT   Img_indx str_indx bek_color x y ≠ img_indx   Draw text to an image with the pen color to X Y position. If bek_color < 0 then background will be transparent.   IMG_GETINDXC   img_indx indx_color ≠ img_indx r g b color.   Send to current stream the HTTP header with code 200 (oR and with MIME type for extending on the AS top.   SENDHTTPHDR   Ext_indx ≠   Send to current stream the HTTP header with code 200 (oR and with MIME type for extending on the AS top.   SENDHTY   Int ≠   Set the priority for the script (1 - min, 10 - max) with the pen color of the script (1 - min, 10 - max) with the pen color of the script (1 - min, 10 - max) with the pen color of the script (1 - min, 10 - max) with the pen color of the script (1 - min, 10 - max) with the pen color of the script (1 - min, 10 - max) with the pen color of the script (1 - min, 10 - max) with the pen color of the script (1 - min, 10 - max) with the pen color of the script (1 - min, 10 - max) with the pen color of the script (1 - min, 10 - max) with the pen color of waiting in milleseconds of waiting in milleseconds (0 - min) of the pen color of waiting in milleseconds (0 - min) of the pen color of waiting in milleseconds (0 - min) of the pen color of waiting in milleseconds (0 - min) of the pen color of waiting in milleseconds (0 - min) of the pen color of waiting in milleseconds (0 - min) of the pen color of waiting in milleseconds (0 - min) of the pen color of waiting in milleseconds (0 - min) of the pen color of waiting in milleseconds (0 - min) of the pen color of waiting in milleseconds (0 - min) of the pen color of waiting in milleseconds (0 - min) of the pen color of waiting in milleseconds (0 - min) of the pen color of waiting in |                |                                   |  |                            |
| Image.   Image.   Image.   Image.   Image.   Image.   Image.   Imag.   Imag   | IMG_SENDGIF    | Img_dst ≰                         |  |                            |
| MG_LDPAL   String_index \simples   palette_index   Load the palette from a file.                                                                                                                                                                                                                                                                                                                                                                                                                                                                                                                                                                                                                                                                                                                                                                                                                                                                                                                                                                                                                                                                                                                                                                                                                                                                                                                                                                                                                                                                                                                                                                                                                                                                                                                                                                                                                                                                                                                                                                                                                                              |                |                                   |  |                            |
| MG_SETPS   Img_indx point_size ≠ img_indx   Set the point size for an image.                                                                                                                                                                                                                                                                                                                                                                                                                                                                                                                                                                                                                                                                                                                                                                                                                                                                                                                                                                                                                                                                                                                                                                                                                                                                                                                                                                                                                                                                                                                                                                                                                                                                                                                                                                                                                                                                                                                                                                                                                                                  | DIG I DDII     |                                   |  |                            |
| Imag_   Ima   |                |                                   |  |                            |
| IMG_GETMIX       Img_indx = img_indx w h       Get width and height of an image.         IMG_SETINDXC       img_indx r g b color_indx ≠ img_indx       Set RGB for the specified color.         IMG_DRWIXT       Img_indx str_indx bck_color x y ≠ img_indx       Draw text to an image with the pen color to X y position. If bck_color < 0 then background will be transparent.                                                                                                                                                                                                                                                                                                                                                                                                                                                                                                                                                                                                                                                                                                                                                                                                                                                                                                                                                                                                                                                                                                                                                                                                                                                                                                                                                                                                                                                                                                                                                                                                                                                                                                                                             | INIG_SETPS     | img_indx point_size & img_indx    |  |                            |
| Imag_E.   Imag_indx r g b color_indx ≥   image.   Set RGB for the specified color.                                                                                                                                                                                                                                                                                                                                                                                                                                                                                                                                                                                                                                                                                                                                                                                                                                                                                                                                                                                                                                                                                                                                                                                                                                                                                                                                                                                                                                                                                                                                                                                                                                                                                                                                                                                                                                                                                                                                                                                                                                            | IMC CETMTY     | Ima indy ≈ ima indy w h           |  |                            |
| IMG_DRWTXT                                                                                                                                                                                                                                                                                                                                                                                                                                                                                                                                                                                                                                                                                                                                                                                                                                                                                                                                                                                                                                                                                                                                                                                                                                                                                                                                                                                                                                                                                                                                                                                                                                                                                                                                                                                                                                                                                                                                                                                                                                                                                                                    | ING_GETIMIZE   | Img_mux z mig_mux w n             |  |                            |
| Img_indx   Img_indx bck_color x y ≠   position. If bck_color < 0 then background will be transparent.                                                                                                                                                                                                                                                                                                                                                                                                                                                                                                                                                                                                                                                                                                                                                                                                                                                                                                                                                                                                                                                                                                                                                                                                                                                                                                                                                                                                                                                                                                                                                                                                                                                                                                                                                                                                                                                                                                                                                                                                                         | IMG SETINDXC   | img indx r g b color indx ≠       |  |                            |
| img_indx  img_intx  img_indx  img_intx  img_intx  img_i | _              |                                   |  | _                          |
| position. If bck_color < 0 then background will be transparent.                                                                                                                                                                                                                                                                                                                                                                                                                                                                                                                                                                                                                                                                                                                                                                                                                                                                                                                                                                                                                                                                                                                                                                                                                                                                                                                                                                                                                                                                                                                                                                                                                                                                                                                                                                                                                                                                                                                                                                                                                                                               | IMG_DRWTXT     | Img_indx str_indx bck_color x y ≥ |  | Draw text to an image with |
| IMG_GETINDXC img_indx indx_color ≈ img_indxrg                                                                                                                                                                                                                                                                                                                                                                                                                                                                                                                                                                                                                                                                                                                                                                                                                                                                                                                                                                                                                                                                                                                                                                                                                                                                                                                                                                                                                                                                                                                                                                                                                                                                                                                                                                                                                                                                                                                                                                                                                                                                                 |                | img_indx                          |  |                            |
| IMG_GETINDXC img_indx indx_color ≈ img_indxrg Get RGB for the specified color.  SENDHTTPHDR Ext_indx ≈ Send to current stream the HTTP header with code 200 OK and with MIME type for extending on the AS top.  Start of FSP script  %%                                                                                                                                                                                                                                                                                                                                                                                                                                                                                                                                                                                                                                                                                                                                                                                                                                                                                                                                                                                                                                                                                                                                                                                                                                                                                                                                                                                                                                                                                                                                                                                                                                                                                                                                                                                                                                                                                       |                |                                   |  |                            |
| MG_GETINDXC   img_indx indx_color ≈ img_indxrg   b   color.                                                                                                                                                                                                                                                                                                                                                                                                                                                                                                                                                                                                                                                                                                                                                                                                                                                                                                                                                                                                                                                                                                                                                                                                                                                                                                                                                                                                                                                                                                                                                                                                                                                                                                                                                                                                                                                                                                                                                                                                                                                                   |                |                                   |  | S                          |
| SENDHTTPHDR                                                                                                                                                                                                                                                                                                                                                                                                                                                                                                                                                                                                                                                                                                                                                                                                                                                                                                                                                                                                                                                                                                                                                                                                                                                                                                                                                                                                                                                                                                                                                                                                                                                                                                                                                                                                                                                                                                                                                                                                                                                                                                                   | BAC CEEDIDAC   |                                   |  |                            |
| SENDHTTPHDR                                                                                                                                                                                                                                                                                                                                                                                                                                                                                                                                                                                                                                                                                                                                                                                                                                                                                                                                                                                                                                                                                                                                                                                                                                                                                                                                                                                                                                                                                                                                                                                                                                                                                                                                                                                                                                                                                                                                                                                                                                                                                                                   | IMG_GETINDXC   |                                   |  |                            |
| HTTP header with code 200 OK and with MIME type for extending on the AS top.                                                                                                                                                                                                                                                                                                                                                                                                                                                                                                                                                                                                                                                                                                                                                                                                                                                                                                                                                                                                                                                                                                                                                                                                                                                                                                                                                                                                                                                                                                                                                                                                                                                                                                                                                                                                                                                                                                                                                                                                                                                  | SENDHTTPHDR    |                                   |  |                            |
| 200 OK and with MIME type for extending on the AS top.                                                                                                                                                                                                                                                                                                                                                                                                                                                                                                                                                                                                                                                                                                                                                                                                                                                                                                                                                                                                                                                                                                                                                                                                                                                                                                                                                                                                                                                                                                                                                                                                                                                                                                                                                                                                                                                                                                                                                                                                                                                                        | SENDITITION    | Ext_mux &                         |  |                            |
| AS top.                                                                                                                                                                                                                                                                                                                                                                                                                                                                                                                                                                                                                                                                                                                                                                                                                                                                                                                                                                                                                                                                                                                                                                                                                                                                                                                                                                                                                                                                                                                                                                                                                                                                                                                                                                                                                                                                                                                                                                                                                                                                                                                       |                |                                   |  |                            |
| AS top.                                                                                                                                                                                                                                                                                                                                                                                                                                                                                                                                                                                                                                                                                                                                                                                                                                                                                                                                                                                                                                                                                                                                                                                                                                                                                                                                                                                                                                                                                                                                                                                                                                                                                                                                                                                                                                                                                                                                                                                                                                                                                                                       |                |                                   |  |                            |
| Sext text goes to current stream.                                                                                                                                                                                                                                                                                                                                                                                                                                                                                                                                                                                                                                                                                                                                                                                                                                                                                                                                                                                                                                                                                                                                                                                                                                                                                                                                                                                                                                                                                                                                                                                                                                                                                                                                                                                                                                                                                                                                                                                                                                                                                             |                |                                   |  |                            |
| CLRBUF PRIORITY Int  Set the priority for the script (1 − min, 10 − max)  DELAY Int  Int  Wait the number of milliseconds and continue the script processing.  TRY  The beginning of TRY-EXCEPT-TRYEND block  TRYEND  TRY  The beginning of the exception processing block  TRYEND  TRY  Host_addr_str port_num time_wait  To open the user socket. Host_addr - URL of the host Port_num - the port number  Time_wait - the max time of waiting in milleseconds (0-unspecified).  OPENSILE  Alias_str file_str mode  OPENFILE  Alias_str file_str mode  OPENFILE  Alias_str - a server alias File_str - a server alias File_str - the file name Mode - the mode of opening: 0 - to open with rewriting, 1 - to open for applying, 2 - to open for paplying, 2 - to open for reading, 3 - removing.  CLOSEOUTSTREAM  CLOSEOUTSTREAM  CLOSEINPSTREAM  CLOSE current output stream  BUFF2EMAIL  Addr_str ≥ 0   -1  Send the buffer to email address1 - success, 0 - error.  CRY  Var_name ≥ 0  -1  Check existence of a global server variable with the specified name1 - exists  Write a string to a server global value, if the value                                                                                                                                                                                                                                                                                                                                                                                                                                                                                                                                                                                                                                                                                                                                                                                                                                                                                                                                                                                          | <%%            |                                   |  | Start of FSP script        |
| CLRBUF   Int                                                                                                                                                                                                                                                                                                                                                                                                                                                                                                                                                                                                                                                                                                                                                                                                                                                                                                                                                                                                                                                                                                                                                                                                                                                                                                                                                                                                                                                                                                                                                                                                                                                                                                                                                                                                                                                                                                                                                                                                                                                                                                                  | %%>            |                                   |  | Next text goes to current  |
| DELAY                                                                                                                                                                                                                                                                                                                                                                                                                                                                                                                                                                                                                                                                                                                                                                                                                                                                                                                                                                                                                                                                                                                                                                                                                                                                                                                                                                                                                                                                                                                                                                                                                                                                                                                                                                                                                                                                                                                                                                                                                                                                                                                         |                |                                   |  |                            |
| DELAY  Int   Wait the number of milliseconds and continue the script processing.  TRY  "TRY  "Try   The beginning of TRY-EXCEPT-TRYEND block  RASE   Throw an exception of the exception processing block  TRYEND   The end of exception processing block  TRYEND   The end of exception processing block  OPENSCKT   Host_addr_str port_num time_wait   To open the user socket. Host_addr − URL of the host    Description   Tryend   To open the user socket. Host_addr − URL of the host    Description   Time_wait − the max time of waiting in milleseconds (0-unspecified).  OPENFILE   Alias_str file_str mode   OPENFILE   Alias_str file_str mode   OPENFILE   Alias_str file_str mode   OPENFILE   Alias_str file_str mode   COPENFILE   Copen for applying; 0 − to open for reading, 3 − removing.  CLOSEOUTSTREAM   Close current output stream  CLOSEINPSTREAM   Close current output stream    CLOSEINPSTREAM   Close current output stream    CLOSE   Var_name   0 -1   Check existence of a global server variable with the specified name. −1 - exists    GVS!   Str_indx var_name   Write a string to a server global value, if the value global value, if the value                                                                                                                                                                                                                                                                                                                                                                                                                                                                                                                                                                                                                                                                                                                                                                                                                                                                                                                                       |                |                                   |  |                            |
| DELAY                                                                                                                                                                                                                                                                                                                                                                                                                                                                                                                                                                                                                                                                                                                                                                                                                                                                                                                                                                                                                                                                                                                                                                                                                                                                                                                                                                                                                                                                                                                                                                                                                                                                                                                                                                                                                                                                                                                                                                                                                                                                                                                         | PRIORITY       | Int ≤                             |  |                            |
| TRY  The beginning of TRY-EXCEPT TRYEND block  RASE  Throw an exception  The beginning of the exception processing block  TRYEND  The end of exception processing block.  The end of exception processing block.  The end of exception processing block.  To open the user socket. Host_addr − URL of the host  Port_num − the port number  Time_wait − the max time of waiting in milleseconds (0-unspecified).  OPENFILE  Alias_str file_str mode   OPENFILE  Alias_str − a server alias File_str − the file name Mode − the mode of opening: 0 − to open with rewriting, 1 − to open for reading, 3 − removing.  CLOSEOUTSTREAM  CLOSEOUTSTREAM  CLOSEOUTSTREAM  CLOSE current input stream  BUFF2EMAIL  Addr_str   O -1  Addr_str  O -1  Check existence of a global server variable with the specified name. −1 - exists  GVS!  Str_indx var_name  Write a string to a server global value, if the value  Write a string to a server global value, if the value  Write a string to a server global value, if the value                                                                                                                                                                                                                                                                                                                                                                                                                                                                                                                                                                                                                                                                                                                                                                                                                                                                                                                                                                                                                                                                                                   | DELAY          | Total                             |  |                            |
| TRY                                                                                                                                                                                                                                                                                                                                                                                                                                                                                                                                                                                                                                                                                                                                                                                                                                                                                                                                                                                                                                                                                                                                                                                                                                                                                                                                                                                                                                                                                                                                                                                                                                                                                                                                                                                                                                                                                                                                                                                                                                                                                                                           | DELAY          | Int &                             |  |                            |
| TRY  RASE  Throw an exception  EXCEPT  Throw an exception  The beginning of the exception processing block  TRYEND  The end of exception processing block.  OPENSCKT  Host_addr_str port_num time_wait  OPENSCKT  Host_addr_str port_num time_wait  OPENSCKT  Host_addr_str port_num time_wait  OPENSCKT  Alias_str file_str mode   OPENFILE  Alias_str file_str mode   OPENFILE  Alias_str file_str mode   OPENFILE  Alias_str file_str mode   OPENFILE  Alias_str file_str mode   Copen a file in a server directory.  Alias_str - a server alias File_str - the file name Mode - the mode of opening: 0 - to open with rewriting, 1 - to open for applying, 2 - to open for reading, 3 - removing.  CLOSEOUTSTREAM  CLOSEOUTSTREAM  CLOSEINPSTREAM  Close current output stream  BUFF2EMAIL  Addr_str  O -1  Check existence of a global server variable with the specified name1 - exists  GVS!  Str_indx var_name   Write a string to a server global value, if the value                                                                                                                                                                                                                                                                                                                                                                                                                                                                                                                                                                                                                                                                                                                                                                                                                                                                                                                                                                                                                                                                                                                                                |                |                                   |  |                            |
| EXCEPT TRYEND block  RASE                                                                                                                                                                                                                                                                                                                                                                                                                                                                                                                                                                                                                                                                                                                                                                                                                                                                                                                                                                                                                                                                                                                                                                                                                                                                                                                                                                                                                                                                                                                                                                                                                                                                                                                                                                                                                                                                                                                                                                                                                                                                                                     | TRY            |                                   |  |                            |
| The beginning of the exception processing block  TRYEND                                                                                                                                                                                                                                                                                                                                                                                                                                                                                                                                                                                                                                                                                                                                                                                                                                                                                                                                                                                                                                                                                                                                                                                                                                                                                                                                                                                                                                                                                                                                                                                                                                                                                                                                                                                                                                                                                                                                                                                                                                                                       |                |                                   |  |                            |
| TRYEND   OPENSCKT  Host_addr_str port_num time_wait  OPENSCKT  Host_addr_str port_num time_wait  Do pen the user socket. Host_addr - URL of the host Port_num - the port number Time_wait - the max time of waiting in milleseconds (0-unspecified).  OPENFILE  Alias_str file_str mode   OPENFILE  COPENFILE  Alias_str file_str mode   OPENFILE  COPENFILE  Alias_str file_str mode   OPENFILE  Alias_str file_str mode   OPENFILE  OPENFILE  Alias_str file_str mode   OPENFILE  COPENFILE  Alias_str file_str mode   OPENFILE  OPENFILE  Alias_str = a server alias   File_str - the file name  Mode - the mode of opening: 0 - to open for applying, 2 - to open for applying, 2 - to open for reading, 3 - removing.  CLOSEOUTSTREAM  Close current output   stream  CLOSE current input stream  Send the buffer to email address1 - success, 0 - error.  GV?  Var_name   O -1  Check existence of a global server variable with the specified name1 - exists  Write a string to a server global value, if the value                                                                                                                                                                                                                                                                                                                                                                                                                                                                                                                                                                                                                                                                                                                                                                                                                                        | RASE           |                                   |  | Throw an exception         |
| TRYEND                                                                                                                                                                                                                                                                                                                                                                                                                                                                                                                                                                                                                                                                                                                                                                                                                                                                                                                                                                                                                                                                                                                                                                                                                                                                                                                                                                                                                                                                                                                                                                                                                                                                                                                                                                                                                                                                                                                                                                                                                                                                                                                        | EXCEPT         |                                   |  |                            |
| OPENSCKT  Host_addr_str port_num time_wait  To open the user socket. Host_addr − URL of the host Port_num − the port number Time_wait − the max time of waiting in milleseconds (0-unspecified).  OPENFILE  Alias_str file_str mode   OPENFILE  Alias_str file_str mode   Alias_str − a server alias File_str − the file name Mode − the mode of opening: 0 − to open with rewriting, 1 − to open for applying, 2 − to open for reading, 3 − removing.  CLOSEOUTSTREAM  CLOSEOUTSTREAM  CLOSEINPSTREAM  BUFF2EMAIL  Addr_str   Addr_str   O -1  Send the buffer to email address. −1 − success, 0 − error.  GV?  Var_name   O -1  Check existence of a global server variable with the specified name. −1 − exists SGVS!  Str_indx var_name   Write a string to a server global value, if the value                                                                                                                                                                                                                                                                                                                                                                                                                                                                                                                                                                                                                                                                                                                                                                                                                                                                                                                                                                                                                                                                                                                                                                                                                                                                                                                           |                |                                   |  |                            |
| OPENSCKT  Host_addr_str port_num time_wait    To open the user socket. Host_addr - URL of the host                                                                                                                                                                                                                                                                                                                                                                                                                                                                                                                                                                                                                                                                                                                                                                                                                                                                                                                                                                                                                                                                                                                                                                                                                                                                                                                                                                                                                                                                                                                                                                                                                                                                                                                                                                                                                                                                                                                                                                                                                            | TRYEND         |                                   |  |                            |
| Host_addr = URL of the host Port_num = the port number Time_wait = the max time of waiting in milleseconds (0-unspecified).  OPENFILE Alias_str file_str mode  Open a file in a server directory. Alias_str = a server alias File_str = the file name Mode = the mode of opening: 0 = to open with rewriting, 1 = to open for applying, 2 = to open for reading, 3 = removing.  CLOSEOUTSTREAM CLOSEINPSTREAM CLOSEINPSTREAM BUFF2EMAIL Addr_str  0   -1 Send the buffer to email address1 = success, 0 = error.  GV? Var_name  0 -1 Check existence of a global server variable with the specified name1 - exists  GVS! Str_indx var_name  Write a string to a server global value, if the value                                                                                                                                                                                                                                                                                                                                                                                                                                                                                                                                                                                                                                                                                                                                                                                                                                                                                                                                                                                                                                                                                                                                                                                                                                                                                                                                                                                                                             | ODENCCET       | Heat add at a set were the const  |  |                            |
| host   Port_num - the port   number   Time_wait - the max time   of waiting in milleseconds   (0-unspecified).                                                                                                                                                                                                                                                                                                                                                                                                                                                                                                                                                                                                                                                                                                                                                                                                                                                                                                                                                                                                                                                                                                                                                                                                                                                                                                                                                                                                                                                                                                                                                                                                                                                                                                                                                                                                                                                                                                                                                                                                                | OPENSCKI       |                                   |  |                            |
| Port_num - the port number Time_wait - the max time of waiting in milleseconds (0-unspecified).  OPENFILE Alias_str file_str mode  Open a file in a server directory. Alias_str - a server alias File_str - the file name Mode - the mode of opening: 0 - to open with rewriting, 1 - to open for applying, 2 - to open for reading, 3 - removing.  CLOSEOUTSTREAM CLOSEINPSTREAM CLOSEINPSTREAM BUFF2EMAIL Addr_str  0   -1 Send the buffer to email address1 - success, 0 - error.  GV? Var_name  0   -1 Check existence of a global server variable with the specified name1 - exists GVS! Str_indx var_name  Write a string to a server global value, if the value                                                                                                                                                                                                                                                                                                                                                                                                                                                                                                                                                                                                                                                                                                                                                                                                                                                                                                                                                                                                                                                                                                                                                                                                                                                                                                                                                                                                                                                        |                | 2                                 |  |                            |
| number   Time_wait - the max time of waiting in milleseconds (0-unspecified).    OPENFILE   Alias_str file_str mode ≠   Open a file in a server directory. Alias_str - a server alias   File_str - the file name   Mode - the mode of opening: 0 - to open with rewriting, 1 - to open for applying, 2 - to open for reading, 3 - removing.    CLOSEOUTSTREAM   Close current output   stream                                                                                                                                                                                                                                                                                                                                                                                                                                                                                                                                                                                                                                                                                                                                                                                                                                                                                                                                                                                                                                                                                                                                                                                                                                                                                                                                                                                                                                                                                                                                                                                                                                                                                                                                 |                |                                   |  |                            |
| OPENFILE  Alias_str file_str mode   Alias_str file_str mode   Open a file in a server directory.  Alias_str - a server alias File_str - the file name Mode - the mode of opening: 0 - to open with rewriting, 1 - to open for applying, 2 - to open for reading, 3 - removing.  CLOSEOUTSTREAM  CLOSEINPSTREAM  CLOSEINPSTREAM  BUFF2EMAIL  Addr_str   0   -1  Send the buffer to email address1 - success, 0 - error.  GV?  Var_name   0   -1  Check existence of a global server variable with the specified name1 - exists  GVS!  Str_indx var_name   Write a string to a server global value, if the value                                                                                                                                                                                                                                                                                                                                                                                                                                                                                                                                                                                                                                                                                                                                                                                                                                                                                                                                                                                                                                                                                                                                                                                                                                                                                                                                                                                                                                                                                                                |                |                                   |  |                            |
| OPENFILE  Alias_str file_str mode   Alias_str file_str mode   Open a file in a server directory.  Alias_str - a server alias  File_str - the file name  Mode - the mode of opening: 0 - to open with  rewriting, 1 - to open for  applying, 2 - to open for  reading, 3 - removing.  CLOSEOUTSTREAM  Close current output  stream  CLOSEINPSTREAM  BUFF2EMAIL  Addr_str   O   -1  Send the buffer to email  address1 - success, 0 -  error.  GV?  Var_name   O -1  Check existence of a global  server variable with the  specified name1 - exists  GVS!  Str_indx var_name   Write a string to a server  global value, if the value                                                                                                                                                                                                                                                                                                                                                                                                                                                                                                                                                                                                                                                                                                                                                                                                                                                                                                                                                                                                                                                                                                                                                                                                                                                                                                                                                                                                                                                                                          |                |                                   |  | Time_wait - the max time   |
| OPENFILE  Alias_str file_str mode   Open a file in a server directory. Alias_str – a server alias  File_str – the file name  Mode – the mode of opening: 0 – to open for  applying, 2 – to open for  applying, 2 – to open for  reading, 3 – removing.  CLOSEOUTSTREAM  CLOSEINPSTREAM  CLOSEINPSTREAM  CLOSEINPSTREAM  BUFF2EMAIL  Addr_str   O   -1  Send the buffer to email  address. –1 – success, 0 –  error.  GV?  Var_name   O -1  Check existence of a global  server variable with the  specified name. –1 - exists  GVS!  Str_indx var_name   Write a string to a server  global value, if the value                                                                                                                                                                                                                                                                                                                                                                                                                                                                                                                                                                                                                                                                                                                                                                                                                                                                                                                                                                                                                                                                                                                                                                                                                                                                                                                                                                                                                                                                                                               |                |                                   |  | of waiting in milleseconds |
| directory.   Alias_str - a server alias   File_str - the file name   Mode - the mode of   opening: 0 - to open with   rewriting, 1 - to open for   applying, 2 - to open for   reading, 3 - removing.      CLOSEOUTSTREAM   Close current output   stream                                                                                                                                                                                                                                                                                                                                                                                                                                                                                                                                                                                                                                                                                                                                                                                                                                                                                                                                                                                                                                                                                                                                                                                                                                                                                                                                                                                                                                                                                                                                                                                                                                                                                                                                                                                                                                                                     |                |                                   |  |                            |
| Alias_str - a server alias File_str - the file name Mode - the mode of opening: 0 - to open with rewriting, 1 - to open for applying, 2 - to open for reading, 3 - removing.  CLOSEOUTSTREAM  CLOSEINPSTREAM  CLOSEINPSTREAM  BUFF2EMAIL  Addr_str ≥ 0   -1  Send the buffer to email address1 - success, 0 - error.  GV?  Var_name ≥ 0 -1  Check existence of a global server variable with the specified name1 - exists  GVS!  Str_indx var_name ≥  Write a string to a server global value, if the value                                                                                                                                                                                                                                                                                                                                                                                                                                                                                                                                                                                                                                                                                                                                                                                                                                                                                                                                                                                                                                                                                                                                                                                                                                                                                                                                                                                                                                                                                                                                                                                                                   | OPENFILE       | Alias_str file_str mode ⊄         |  |                            |
| File_str - the file name Mode - the mode of opening: 0 - to open with rewriting, 1 - to open for applying, 2 - to open for reading, 3 - removing.  CLOSEOUTSTREAM  CLOSEINPSTREAM  CLOSEINPSTREAM  BUFF2EMAIL  Addr_str ≥ 0   -1  Send the buffer to email address1 - success, 0 - error.  GV?  Var_name ≥ 0 -1  Check existence of a global server variable with the specified name1 - exists  GVS!  Str_indx var_name ≥  Write a string to a server global value, if the value                                                                                                                                                                                                                                                                                                                                                                                                                                                                                                                                                                                                                                                                                                                                                                                                                                                                                                                                                                                                                                                                                                                                                                                                                                                                                                                                                                                                                                                                                                                                                                                                                                              |                |                                   |  |                            |
| Mode – the mode of opening: 0 – to open with rewriting, 1 – to open for applying, 2 – to open for reading, 3 – removing.    CLOSEOUTSTREAM                                                                                                                                                                                                                                                                                                                                                                                                                                                                                                                                                                                                                                                                                                                                                                                                                                                                                                                                                                                                                                                                                                                                                                                                                                                                                                                                                                                                                                                                                                                                                                                                                                                                                                                                                                                                                                                                                                                                                                                    |                |                                   |  | _                          |
| opening: 0 – to open with rewriting, 1 – to open for applying, 2 – to open for reading, 3 – removing.  CLOSEOUTSTREAM  CLOSEINPSTREAM  CLOSEINPSTREAM  BUFF2EMAIL  Addr_str ≥ 0   -1  Send the buffer to email address. −1 – success, 0 – error.  GV?  Var_name ≥ 0 -1  Check existence of a global server variable with the specified name. −1 - exists  GVS!  Str_indx var_name ≥  Write a string to a server global value, if the value                                                                                                                                                                                                                                                                                                                                                                                                                                                                                                                                                                                                                                                                                                                                                                                                                                                                                                                                                                                                                                                                                                                                                                                                                                                                                                                                                                                                                                                                                                                                                                                                                                                                                    |                |                                   |  |                            |
| rewriting, 1 – to open for applying, 2 – to open for reading, 3 – removing.  CLOSEOUTSTREAM  CLOSEINPSTREAM  CLOSEINPSTREAM  BUFF2EMAIL  Addr_str ≥ 0   -1  Send the buffer to email address. –1 – success, 0 – error.  GV?  Var_name ≥ 0 -1  Check existence of a global server variable with the specified name. –1 - exists  GVS!  Str_indx var_name ≥  Write a string to a server global value, if the value                                                                                                                                                                                                                                                                                                                                                                                                                                                                                                                                                                                                                                                                                                                                                                                                                                                                                                                                                                                                                                                                                                                                                                                                                                                                                                                                                                                                                                                                                                                                                                                                                                                                                                              |                |                                   |  |                            |
| applying, 2 – to open for reading, 3 – removing.  CLOSEOUTSTREAM  CLOSEINPSTREAM  CLOSEINPSTREAM  BUFF2EMAIL  Addr_str ≥ 0   -1  Send the buffer to email address1 – success, 0 – error.  GV?  Var_name ≥ 0 -1  Check existence of a global server variable with the specified name1 - exists  GVS!  Str_indx var_name ≥  Write a string to a server global value, if the value                                                                                                                                                                                                                                                                                                                                                                                                                                                                                                                                                                                                                                                                                                                                                                                                                                                                                                                                                                                                                                                                                                                                                                                                                                                                                                                                                                                                                                                                                                                                                                                                                                                                                                                                               |                |                                   |  |                            |
| CLOSEOUTSTREAM  CLOSEINPSTREAM  CLOSEINPSTREAM  CLOSEINPSTREAM  BUFF2EMAIL  Addr_str ≥ 0   -1  Send the buffer to email address1 - success, 0 - error.  GV?  Var_name ≥ 0 -1  Check existence of a global server variable with the specified name1 - exists  GVS!  Str_indx var_name ≥  Write a string to a server global value, if the value                                                                                                                                                                                                                                                                                                                                                                                                                                                                                                                                                                                                                                                                                                                                                                                                                                                                                                                                                                                                                                                                                                                                                                                                                                                                                                                                                                                                                                                                                                                                                                                                                                                                                                                                                                                 |                |                                   |  |                            |
| CLOSEOUTSTREAM       Close current output stream         CLOSEINPSTREAM       Close current input stream         BUFF2EMAIL       Addr_str ≥ 0   -1       Send the buffer to email address1 - success, 0 - error.         GV?       Var_name ≥ 0 -1       Check existence of a global server variable with the specified name1 - exists         GVS!       Str_indx var_name ≥       Write a string to a server global value, if the value                                                                                                                                                                                                                                                                                                                                                                                                                                                                                                                                                                                                                                                                                                                                                                                                                                                                                                                                                                                                                                                                                                                                                                                                                                                                                                                                                                                                                                                                                                                                                                                                                                                                                    |                |                                   |  |                            |
| Stream   CLOSEINPSTREAM   Close current input stream                                                                                                                                                                                                                                                                                                                                                                                                                                                                                                                                                                                                                                                                                                                                                                                                                                                                                                                                                                                                                                                                                                                                                                                                                                                                                                                                                                                                                                                                                                                                                                                                                                                                                                                                                                                                                                                                                                                                                                                                                                                                          | CLOSEOUTSTREAM |                                   |  | Close current output       |
| BUFF2EMAIL  Addr_str ≥ 0   -1  Send the buffer to email address1 - success, 0 - error.  GV?  Var_name ≥ 0   -1  Check existence of a global server variable with the specified name1 - exists  GVS!  Str_indx var_name ≥ Write a string to a server global value, if the value                                                                                                                                                                                                                                                                                                                                                                                                                                                                                                                                                                                                                                                                                                                                                                                                                                                                                                                                                                                                                                                                                                                                                                                                                                                                                                                                                                                                                                                                                                                                                                                                                                                                                                                                                                                                                                                |                |                                   |  | stream                     |
| address. −1 − success, 0 − error.  GV? Var_name ≥ 0 -1 Check existence of a global server variable with the specified name. −1 - exists  GVS! Str_indx var_name ≥ Write a string to a server global value, if the value                                                                                                                                                                                                                                                                                                                                                                                                                                                                                                                                                                                                                                                                                                                                                                                                                                                                                                                                                                                                                                                                                                                                                                                                                                                                                                                                                                                                                                                                                                                                                                                                                                                                                                                                                                                                                                                                                                       |                |                                   |  |                            |
| GV? Var_name ≥ 0 -1 Check existence of a global server variable with the specified name. −1 - exists  GVS! Str_indx var_name ≥ Write a string to a server global value, if the value                                                                                                                                                                                                                                                                                                                                                                                                                                                                                                                                                                                                                                                                                                                                                                                                                                                                                                                                                                                                                                                                                                                                                                                                                                                                                                                                                                                                                                                                                                                                                                                                                                                                                                                                                                                                                                                                                                                                          | BUFF2EMAIL     | Addr_str ≠ 0   -1                 |  |                            |
| GV?  Var_name ≥ 0 -1  Check existence of a global server variable with the specified name1 - exists  GVS!  Str_indx var_name ≥ Write a string to a server global value, if the value                                                                                                                                                                                                                                                                                                                                                                                                                                                                                                                                                                                                                                                                                                                                                                                                                                                                                                                                                                                                                                                                                                                                                                                                                                                                                                                                                                                                                                                                                                                                                                                                                                                                                                                                                                                                                                                                                                                                          |                |                                   |  | -                          |
| server variable with the specified name. –1 -exists  GVS! Str_indx var_name   Write a string to a server global value, if the value                                                                                                                                                                                                                                                                                                                                                                                                                                                                                                                                                                                                                                                                                                                                                                                                                                                                                                                                                                                                                                                                                                                                                                                                                                                                                                                                                                                                                                                                                                                                                                                                                                                                                                                                                                                                                                                                                                                                                                                           | CV2            | Von none : 01.1                   |  |                            |
| Specified name. —1 -exists  GVS! Str_indx var_name   Write a string to a server global value, if the value                                                                                                                                                                                                                                                                                                                                                                                                                                                                                                                                                                                                                                                                                                                                                                                                                                                                                                                                                                                                                                                                                                                                                                                                                                                                                                                                                                                                                                                                                                                                                                                                                                                                                                                                                                                                                                                                                                                                                                                                                    | GV:            | var_name ≰ U -1                   |  |                            |
| GVS! Str_indx var_name ∠ Write a string to a server global value, if the value                                                                                                                                                                                                                                                                                                                                                                                                                                                                                                                                                                                                                                                                                                                                                                                                                                                                                                                                                                                                                                                                                                                                                                                                                                                                                                                                                                                                                                                                                                                                                                                                                                                                                                                                                                                                                                                                                                                                                                                                                                                |                |                                   |  |                            |
| global value, if the value                                                                                                                                                                                                                                                                                                                                                                                                                                                                                                                                                                                                                                                                                                                                                                                                                                                                                                                                                                                                                                                                                                                                                                                                                                                                                                                                                                                                                                                                                                                                                                                                                                                                                                                                                                                                                                                                                                                                                                                                                                                                                                    | GVS!           | Str indx var name ≠               |  | •                          |
|                                                                                                                                                                                                                                                                                                                                                                                                                                                                                                                                                                                                                                                                                                                                                                                                                                                                                                                                                                                                                                                                                                                                                                                                                                                                                                                                                                                                                                                                                                                                                                                                                                                                                                                                                                                                                                                                                                                                                                                                                                                                                                                               |                | Jor _ man , at _ man > ~          |  |                            |
|                                                                                                                                                                                                                                                                                                                                                                                                                                                                                                                                                                                                                                                                                                                                                                                                                                                                                                                                                                                                                                                                                                                                                                                                                                                                                                                                                                                                                                                                                                                                                                                                                                                                                                                                                                                                                                                                                                                                                                                                                                                                                                                               |                |                                   |  |                            |

|      |                     | created, If the value exists<br>but has different type, an<br>exception will be throw. |
|------|---------------------|----------------------------------------------------------------------------------------|
| GVI! | Int Var_name ⋞      | Write an integer number to a server global variable. It is like to GVS!                |
| GVS@ | Str_indx var_name & | Get string from a server global variable.                                              |
| GVI@ | Var_name ≠ int      | Get integer from a server global variable.                                             |

## Information variables

# 1) For HTTP scripts

| 1  | Name           | Type | Reference                                                                                                                                      |
|----|----------------|------|------------------------------------------------------------------------------------------------------------------------------------------------|
| 1  | FSP-AUTHSCHEME | Str  | Authentication scheme name                                                                                                                     |
| 2  | FSP-AUTHSTR    | Str  | String has been gotten from the user.If the AuthScheme is Base64 then the string automatically converts to the "Name:Password" representation. |
| 3  | FSP-AUTHNAME   | Str  | The user name from the authentication string.                                                                                                  |
| 4  | FSP-AUTHPSSWD  | Str  | The user password from the authentication string.                                                                                              |
| 5  | FSP-CIP0       | Int  | The variables contain IP address parts of the user                                                                                             |
| 6  | FSP-CIP1       | Int  | address: CIP3.CIP2.CIP1.CIP0                                                                                                                   |
| 7  | FSP-CIP2       | Int  |                                                                                                                                                |
| 8  | FSP-CIP3       | Int  |                                                                                                                                                |
| 9  | FSP-CNM        | Str  | The computer name of the user                                                                                                                  |
| 10 | FSP-QUERY      | Str  | The variable contains the query to a resource, else the part of the query after '?'                                                            |
| 11 | FSP-POSTBODY   | Str  | Contains POST command content                                                                                                                  |
| 12 | FSP-CNTTYPE    | Str  | The MIME type of the content what is formed by the script.                                                                                     |
| 14 | FSP-USERAGENT  | Str  | The user agent information.                                                                                                                    |

# 2) For temporary server scripts

| 1 | Name            | Туре | Reference                                                                   |
|---|-----------------|------|-----------------------------------------------------------------------------|
| 1 | FS-STARTCOUNTER | Int  | Contains the start number of the script during current server work session. |
| 3 | FS-SCRIPTNAME   | Str  | Contains the script alias                                                   |
| 4 | FS-FILENAME     | Str  | Contains the file name of the script.                                       |