

Here is the list of the AOZ language instructions

As for Nov 2019 we have done 450 instructions and are planning to do 210 more over 2020.

Instruction (done)

End Instruction (done)

Function (done)

End Function (done)

To (done)

Not (done)

Def Fn (done)

Fn (done)

Resume Next (done)

For (done)

Next (done)

Repeat (done)

Until (done)

While (done)

Wend (done)

Do (done)

Loop (done)

Exit If (done)

Exit (done)

Goto (done)

Gosub (done)

If (done)

Then (done)

Else If (done)

Else (done)

End If (done)

On Error (done)

On Break Proc (done)

On (done)
Resume Label (done)
Resume (done)
Pop Proc (done)
Step (done)
Procedure (done)
Proc (done)
End Proc (done)
Shared (done)
Global (done)
Rem (done)
Asin (done)
Acos (done)
Atan (done)
Screen Size (done)

Instructions

Swap (done)
 Swap ANY, ANY

Follow Off (todo)
 Follow Off

Follow (todo)
 Follow

Double Buffer (done)
 Double Buffer

Doke (done)
 Doke INTEGER, INTEGER

On Menu Del (todo)
 On Menu Del

On Menu On (todo)
 On Menu On

On Menu Off (todo)

On Menu Off

Every On (done)

Every On

Every Off (done)

Every Off

As (todo)

As

Call (todo)

Call

Freeze (todo)

Freeze

On Menu (done)

On Menu INTEGER

Every (done)

Every

Return (done)

Return

Pop (done)

Pop

Error (done)

Error INTEGER

Data (done)

Data

Read (done)

Read

Restore (done)

Restore

Break Off (done)

Break Off

Break On (done)

Break On
Print Using (done)
 Print Using
Print # (done)
 Print #
Print (done)
 Print
Lprint (todo)
 Lprint
Input # (done)
 Input #
Line Input # (done)
 Line Input #
Input (done)
 Input
Line Input (done)
 Line Input
Run (todo)
 Run
 Run STRING
Set Buffer (todo)
 Set Buffer INTEGER
Remember X (done)
 Remember X
Remember Y (done)
 Remember Y
Dim (done)
 Dim
Sort (done)
 Sort INTEGER
Edit (done)

Edit
Direct (done)
 Direct
Randomize (done)
 Randomize INTEGER
Radian (done)
 Radian
Degree (done)
 Degree
Fix (done)
 Fix INTEGER
Menu To Bank (todo)
 Menu To Bank INTEGER
Bank To Menu (todo)
 Bank To Menu INTEGER
Menu On (todo)
 Menu On
Menu Off (todo)
 Menu Off
Menu Calc (todo)
 Menu Calc
Menu Mouse On (todo)
 Menu Mouse On
Menu Mouse Off (todo)
 Menu Mouse Off
Menu Base (todo)
 Menu Base INTEGER, INTEGER
Set Menu (todo)
 Set Menu INTEGER To INTEGER, INTEGER
Menu Key (todo)
 Menu Key INTEGER To INTEGER, INTEGER

Menu Bar (todo)

Menu Bar INTEGER

Menu Line (todo)

Menu Line INTEGER

Menu Tline (todo)

Menu Tline INTEGER

Menu Movable (todo)

Menu Movable INTEGER

Menu Static (todo)

Menu Static INTEGER

Menu Item Movable (todo)

Menu Item Movable INTEGER

Menu Item Static (todo)

Menu Item Static INTEGER

Menu Active (todo)

Menu Active INTEGER

Menu Inactive (todo)

Menu Inactive INTEGER

Menu Separate (todo)

Menu Separate INTEGER

Menu Link (todo)

Menu Link INTEGER

Menu Called (todo)

Menu Called INTEGER

Menu Once (todo)

Menu Once INTEGER

Menu Del (todo)

Menu Del

Screen Copy (done)

Screen Copy INTEGER To INTEGER

Screen Copy INTEGER To INTEGER, INTEGER

Screen Copy INTEGER, INTEGER, INTEGER, INTEGER, INTEGER To INTEGER, INTEGER, INTEGER

Screen Copy INTEGER, INTEGER, INTEGER, INTEGER, INTEGER To INTEGER, INTEGER, INTEGER, INTEGER

Screen Copy INTEGER, INTEGER, INTEGER, INTEGER, INTEGER To INTEGER, INTEGER, INTEGER, INTEGER, INTEGER

Screen Copy INTEGER, INTEGER, INTEGER, INTEGER, INTEGER To INTEGER, INTEGER, INTEGER, INTEGER, INTEGER, INTEGER, INTEGER

Screen Copy INTEGER, INTEGER, INTEGER, INTEGER, INTEGER To INTEGER, INTEGER, INTEGER, INTEGER, INTEGER, INTEGER, INTEGER, INTEGER, INTEGER

Screen Clone (done)

Screen Clone INTEGER

Screen Open (done)

Screen Open INTEGER, INTEGER, INTEGER, INTEGER, INTEGER

Screen Close (done)

Screen Close INTEGER

Screen Display (done)

Screen Display INTEGER, INTEGER, INTEGER, INTEGER, INTEGER

Screen Center (done)

Screen Center INTEGER, INTEGER, INTEGER

Screen Offset (done)

Screen Offset INTEGER, INTEGER, INTEGER

Screen To Front (done)

Screen To Front

Screen To Front INTEGER

Screen To Back (done)

Screen To Back

Screen To Back INTEGER

Screen Hide (done)

Screen Hide

Screen Hide INTEGER

Screen Show (done)

Screen Show

Screen Show INTEGER

Screen Swap (done)

- Screen Swap
- Screen Swap INTEGER

Screen Hot Spot (done)

- Screen Hot Spot INTEGER
- Screen Hot Spot INTEGER, INTEGER
- Screen Hot Spot INTEGER, INTEGER, INTEGER

Screen Rotate (done)

- Screen Rotate ANGLE
- Screen Rotate INTEGER, ANGLE

Screen Skew (done)

- Screen Skew INTEGER, INTEGER
- Screen Skew INTEGER, INTEGER, INTEGER

Screen Scale (done)

- Screen Scale INTEGER, INTEGER
- Screen Scale INTEGER, INTEGER, INTEGER

Save Iff (todo)

- Save Iff STRING
- Save Iff STRING, INTEGER

View (done)

- View

Auto View Off (done)

- Auto View Off

Auto View On (done)

- Auto View On

Get Palette (done)

- Get Palette INTEGER
- Get Palette INTEGER, INTEGER

Cls (done)

- Cls

Cls INTEGER

Cls INTEGER, INTEGER, INTEGER To INTEGER, INTEGER

Def Scroll (done)

Def Scroll INTEGER, INTEGER, INTEGER To INTEGER, INTEGER, INTEGER, INTEGER

Screen (done)

Screen INTEGER

Dual Playfield (done)

Dual Playfield INTEGER, INTEGER

Dual Priority (done)

Dual Priority INTEGER, INTEGER

Wait Vbl (done)

Wait Vbl

Default Palette (done)

Default Palette

Default (done)

Default

Palette (done)

Palette

Colour Back (done)

Colour Back INTEGER

Flash Off (todo)

Flash Off

Flash (todo)

Flash INTEGER, STRING

Shift Off (todo)

Shift Off

Shift Up (todo)

Shift Up INTEGER, INTEGER, INTEGER, INTEGER

Shift Down (todo)

Shift Down INTEGER, INTEGER, INTEGER, INTEGER

Set Rainbow (todo)

Set Rainbow INTEGER, INTEGER, INTEGER, STRING, STRING, STRING

Set Rainbow INTEGER, INTEGER, INTEGER, STRING, STRING, STRING INTEGER

Rainbow Del (todo)

Rainbow Del

Rainbow Del INTEGER

Rainbow (todo)

Rainbow INTEGER, INTEGER, INTEGER, INTEGER

Fade (todo)

Fade

Autoback (todo)

Autoback INTEGER

Plot (done)

Plot INTEGER, INTEGER

Plot INTEGER, INTEGER, INTEGER

Draw To (done)

Draw To INTEGER, INTEGER

Draw (done)

Draw INTEGER, INTEGER To INTEGER, INTEGER

Ellipse (done)

Ellipse INTEGER, INTEGER, INTEGER, INTEGER

Circle (done)

Circle INTEGER, INTEGER, INTEGER

Polyline (done)

Polyline

Polygon (done)

Polygon

Bar (done)

Bar INTEGER, INTEGER To INTEGER, INTEGER

Box (done)

Box INTEGER, INTEGER To INTEGER, INTEGER

Paint (todo)

Paint INTEGER, INTEGER

Paint INTEGER, INTEGER, INTEGER

Gr Locate (done)

Gr Locate INTEGER, INTEGER

Text (done)

Text INTEGER, INTEGER, STRING

Text INTEGER, INTEGER, STRING, STRING

Set Text (done)

Set Text INTEGER

Set Paint (done)

Set Paint INTEGER

Get Fonts (done)

Get Fonts

Get Disc Fonts (done)

Get Disc Fonts

Get Rom Fonts (done)

Get Rom Fonts

Set Font (done)

Set Font ANY

Set Font ANY, ANY

Set Font ANY, ANY, ANY

Set Font ANY, ANY, ANY, ANY

Hslider (todo)

Hslider INTEGER, INTEGER To INTEGER, INTEGER, INTEGER, INTEGER, INTEGER

Vslider (todo)

Vslider INTEGER, INTEGER To INTEGER, INTEGER, INTEGER, INTEGER, INTEGER

Set Slider (todo)

Set Slider INTEGER, INTEGER, INTEGER, INTEGER, INTEGER, INTEGER, INTEGER, INTEGER

Set Pattern (done)

Set Pattern INTEGER

Set Line (done)

Set Line INTEGER

Ink (done)

Ink INTEGER

Ink INTEGER, INTEGER

Ink INTEGER, INTEGER, INTEGER

Gr Writing (todo)

Gr Writing INTEGER

Clip (done)

Clip

Clip INTEGER, INTEGER To INTEGER, INTEGER

Set Tempras (todo)

Set Tempras

Set Tempras INTEGER

Set Tempras INTEGER, INTEGER

Appear (todo)

Appear INTEGER To INTEGER, INTEGER

Appear INTEGER To INTEGER, INTEGER, INTEGER

Zoom (todo)

Zoom INTEGER, INTEGER, INTEGER, INTEGER, INTEGER To INTEGER, INTEGER, INTEGER, INTEGER, INTEGER

Get Cblock (done)

Get Cblock INTEGER, INTEGER, INTEGER, INTEGER, INTEGER

Put Cblock (done)

Put Cblock INTEGER

Put Cblock INTEGER, INTEGER, INTEGER

Del Cblock (done)

Del Cblock

Del Cblock INTEGER

Get Block (done)

Get Block INTEGER, INTEGER, INTEGER, INTEGER, INTEGER

Get Block INTEGER, INTEGER, INTEGER, INTEGER, INTEGER, INTEGER

Set Block Alpha (done)

Set Block Alpha INTEGER, INTEGER

Put Block (done)

Put Block INTEGER

Put Block INTEGER, INTEGER, INTEGER

Put Block INTEGER, INTEGER, INTEGER, INTEGER

Put Block INTEGER, INTEGER, INTEGER, INTEGER, INTEGER

Del Block (done)

Del Block

Del Block INTEGER

Key Speed (todo)

Key Speed INTEGER, INTEGER

Gamepad Map Buttons (done)

Gamepad Map Buttons

Gamepad Map Axes (done)

Gamepad Map Axes

Gamepad Map Triggers (done)

Gamepad Map Triggers

Put Key (done)

Put Key STRING

Clear Key (done)

Clear Key

Wait Key (done)

Wait Key

Wait (done)

Wait INTEGER

Wind Open (done)

Wind Open INTEGER, INTEGER, INTEGER, INTEGER, INTEGER

Wind Open INTEGER, INTEGER, INTEGER, INTEGER, INTEGER, INTEGER

Wind Open INTEGER, INTEGER, INTEGER, INTEGER, INTEGER, INTEGER, INTEGER

Wind Close (done)

Wind Close
Wind Save (done)
 Wind Save
Wind Move (done)
 Wind Move INTEGER, INTEGER
Wind Size (done)
 Wind Size INTEGER, INTEGER
Window (done)
 Window INTEGER
Locate (done)
 Locate INTEGER, INTEGER
Clw (done)
 Clw
Home (done)
 Home
Curs Pen (done)
 Curs Pen INTEGER
Pen (done)
 Pen INTEGER
Paper (done)
 Paper INTEGER
Centre (done)
 Centre STRING
Border (done)
 Border INTEGER, INTEGER, INTEGER
Writing (done)
 Writing INTEGER
 Writing INTEGER, INTEGER
Title Top (done)
 Title Top STRING
Title Bottom (done)

Title Bottom STRING

Curs Off (done)

Curs Off

Curs On (done)

Curs On

Inverse Off (done)

Inverse Off

Inverse On (done)

Inverse On

Under Off (done)

Under Off

Under On (done)

Under On

Shade Off (done)

Shade Off

Shade On (done)

Shade On

Scroll Off (done)

Scroll Off

Scroll On (done)

Scroll On

Scroll (done)

Scroll INTEGER

Cup (done)

Cup

Cdown (done)

Cdown

Cleft (done)

Cleft

Crigh (done)

Crigh

Memorize X (done)

Memorize X

Memorize Y (done)

Memorize Y

Cmove (done)

Cmove INTEGER

Cmove INTEGER, INTEGER

Cline (done)

Cline

Cline INTEGER

Hscroll (done)

Hscroll INTEGER

Vscroll (done)

Vscroll INTEGER

Set Tab (done)

Set Tab INTEGER

Set Curs (done)

Set Curs INTEGER, INTEGER, INTEGER, INTEGER, INTEGER, INTEGER, INTEGER, INTEGER, INTEGER

Reserve Zone (done)

Reserve Zone

Reserve Zone INTEGER

Reset Zone (done)

Reset Zone

Reset Zone INTEGER

Set Zone (done)

Set Zone INTEGER, INTEGER, INTEGER To INTEGER, INTEGER

Set Input (done)

Set Input INTEGER

Set Input INTEGER, INTEGER

Close Workbench (todo)

Close Workbench

Close Editor (todo)

Close Editor

Ldir/w (todo)

Ldir/w

Ldir/w STRING

Dir/w (done)

Dir/w

Dir/w STRING

Ldir (todo)

Ldir

Ldir STRING

Dir (done)

Dir

Dir STRING

Set Dir (done)

Set Dir

Set Dir STRING

Load Iff (todo)

Load Iff STRING

Load Iff STRING, INTEGER

Mask Iff (todo)

Mask Iff INTEGER

Bload (done)

Bload STRING, INTEGER

Bsave (done)

Bsave STRING, INTEGER To INTEGER

Pload (todo)

Pload STRING, INTEGER

Save (todo)

Save STRING

Save STRING, INTEGER

Load (todo)

Load STRING

Load STRING, INTEGER

Mkdir (done)

Mkdir STRING

Open Random (done)

Open Random INTEGER, STRING

Open In (done)

Open In INTEGER, STRING

Open Out (done)

Open Out INTEGER, STRING

Open Port (todo)

Open Port INTEGER, STRING

Append (done)

Append INTEGER, STRING

Close (done)

Close

Close INTEGER

Parent (done)

Parent

Rename (done)

Rename STRING To STRING

Kill (done)

Kill STRING

Field (done)

Field

Set Sprite Buffer (todo)

Set Sprite Buffer INTEGER

Sprite Off (done)

Sprite Off

Sprite Off INTEGER

Sprite Priority (done)

Sprite Priority INTEGER

Sprite Update Off (done)

Sprite Update Off

Sprite Update On (done)

Sprite Update On

Sprite Update (done)

Sprite Update

Set Hardcol (todo)

Set Hardcol INTEGER, INTEGER

Sprite Scale (done)

Sprite Scale INTEGER, INTEGER, INTEGER

Sprite Rotate (done)

Sprite Rotate INTEGER, ANGLE

Sprite Skew (done)

Sprite Skew INTEGER, INTEGER, INTEGER

Sprite (done)

Sprite INTEGER, INTEGER, INTEGER, INTEGER

Bob Off (done)

Bob Off

Bob Off INTEGER

Bob Update Off (done)

Bob Update Off

Bob Update On (done)

Bob Update On

Bob Update (done)

Bob Update

Bob Clear (todo)

Bob Clear

Bob Draw (todo)

Bob Draw

Limit Bob (done)

Limit Bob

Limit Bob INTEGER, INTEGER To INTEGER, INTEGER

Limit Bob INTEGER, INTEGER, INTEGER To INTEGER, INTEGER

Set Bob (todo)

Set Bob INTEGER, INTEGER, INTEGER, INTEGER

Bob Show (done)

Bob Show

Bob Show INTEGER

Bob Hide (done)

Bob Hide

Bob Hide INTEGER

Bob Scale (done)

Bob Scale INTEGER, INTEGER, INTEGER

Bob Rotate (done)

Bob Rotate INTEGER, ANGLE

Bob Skew (done)

Bob Skew INTEGER, INTEGER, INTEGER

Bob (done)

Bob INTEGER, INTEGER

Bob INTEGER, INTEGER, INTEGER, INTEGER

Get Bob (done)

Get Bob INTEGER, INTEGER, INTEGER To INTEGER, INTEGER

Get Bob INTEGER, INTEGER, INTEGER, INTEGER To INTEGER, INTEGER

Del Bob (done)

Del Bob INTEGER

Del Bob INTEGER To INTEGER

Ins Bob (done)

Ins Bob INTEGER

Ins Bob INTEGER To INTEGER

Put Bob (done)

Put Bob INTEGER

Paste Bob (done)

Paste Bob INTEGER, INTEGER, INTEGER

Paste Bob INTEGER, INTEGER, INTEGER, INTEGER

Paste Bob INTEGER, INTEGER, INTEGER, INTEGER, INTEGER

Paste Bob INTEGER, INTEGER, INTEGER, INTEGER, INTEGER, ANGLE

Priority On (done)

Priority On

Priority Off (done)

Priority Off

Get Sprite Palette (done)

Get Sprite Palette

Get Sprite Palette INTEGER

Get Sprite (done)

Get Sprite INTEGER, INTEGER, INTEGER To INTEGER, INTEGER

Get Sprite INTEGER, INTEGER, INTEGER To INTEGER, INTEGER, STRING

Get Sprite INTEGER, INTEGER, INTEGER, INTEGER To INTEGER, INTEGER

Get Sprite INTEGER, INTEGER, INTEGER, INTEGER To INTEGER, INTEGER, STRING

Del Sprite (done)

Del Sprite INTEGER

Del Sprite INTEGER To INTEGER

Del Icon (done)

Del Icon INTEGER

Del Icon INTEGER To INTEGER

Ins Sprite (done)

Ins Sprite INTEGER

Ins Sprite INTEGER To INTEGER

Ins Icon (todo)

Ins Icon INTEGER

Get Icon Palette (done)

Get Icon Palette

Get Icon Palette INTEGER

Get Icon (done)

Get Icon INTEGER, INTEGER, INTEGER To INTEGER, INTEGER

Get Icon INTEGER, INTEGER, INTEGER, INTEGER To INTEGER, INTEGER

Paste Icon (todo)

Paste Icon INTEGER, INTEGER, INTEGER

Make Mask (todo)

Make Mask

Make Mask INTEGER

No Mask (todo)

No Mask

No Mask INTEGER

Make Icon Mask (todo)

Make Icon Mask

Make Icon Mask INTEGER

No Icon Mask (todo)

No Icon Mask

No Icon Mask INTEGER

Hot Spot (done)

Hot Spot INTEGER, INTEGER

Hot Spot INTEGER, INTEGER, INTEGER

Hide On (done)

Hide On

Hide (done)

Hide

Show On (done)

Show On

Show (done)

Show

Change Mouse (done)

Change Mouse INTEGER

Limit Mouse (todo)

Limit Mouse

Limit Mouse INTEGER

Limit Mouse INTEGER, INTEGER To INTEGER, INTEGER

Unfreeze (todo)

Unfreeze

Move X (todo)

Move X INTEGER, ANGLE

Move X INTEGER, STRING To INTEGER

Move Y (todo)

Move Y INTEGER, ANGLE

Move Y INTEGER, STRING To INTEGER

Move Off (todo)

Move Off

Move Off INTEGER

Move On (todo)

Move On

Move On INTEGER

Move Freeze (todo)

Move Freeze

Move Freeze INTEGER

Anim Off (todo)

Anim Off

Anim Off INTEGER

Anim On (todo)

Anim On

Anim On INTEGER

Anim Freeze (todo)

Anim Freeze

Anim Freeze INTEGER

Anim (todo)

Anim INTEGER, ANGLE

Anim INTEGER, STRING To INTEGER

Channel (done)

Channel

Amal On (done)

Amal On

Amal On INTEGER

Amal Off (done)

Amal Off

Amal Off INTEGER

Amal Freeze (done)

Amal Freeze

Amal Freeze INTEGER

Amal (done)

Amal INTEGER, ANY

Amal INTEGER, ANY To INTEGER

Amplay (done)

Amplay INTEGER, INTEGER

Amplay INTEGER, INTEGER, INTEGER To INTEGER

Synchro On (done)

Synchro On

Synchro Off (done)

Synchro Off

Synchro (done)

Synchro

Update Off (done)

Update Off

Update On (done)

Update On

Update Every (done)

Update Every INTEGER

Update (done)

Update

Reserve As Work (done)

Reserve As Work INTEGER, INTEGER

Reserve As Chip Work (done)

Reserve As Chip Work INTEGER, INTEGER

Reserve As Data (done)

Reserve As Data INTEGER, INTEGER

Reserve As Chip Data (done)

Reserve As Chip Data INTEGER, INTEGER

Erase (done)

Erase INTEGER

List Bank (done)

List Bank

Fill (done)

Fill INTEGER To INTEGER, INTEGER

Copy (done)

Copy INTEGER, INTEGER To INTEGER

Poke\$ (done)

Poke\$ INTEGER, STRING

Poke (done)

Poke INTEGER, INTEGER

Loke (done)

Loke INTEGER, INTEGER

Bset (done)

Bset INTEGER, INTEGER

Bclr (done)

Bclr INTEGER, INTEGER

Bchg (done)

Bchg INTEGER, INTEGER

Ror.b (done)

Ror.b INTEGER, INTEGER

Ror.w (done)

Ror.w INTEGER, INTEGER

Ror.l (done)

Ror.l INTEGER, INTEGER

Rol.b (done)

Rol.b INTEGER, INTEGER

Rol.w (done)

Rol.w INTEGER, INTEGER

Rol.l (done)

Rol.l INTEGER, INTEGER

Copper On (todo)

Copper On

Copper Off (todo)

Copper Off

Cop Swap (todo)

Cop Swap

Cop Reset (todo)

Cop Reset

Cop Wait (todo)

Cop Wait INTEGER, INTEGER

Cop Wait INTEGER, INTEGER, INTEGER, INTEGER

Cop Move1 (todo)

Cop Move1 INTEGER, INTEGER

Cop Move (todo)

Cop Move INTEGER, INTEGER

Prun (todo)

Prun STRING

Bgrab (todo)

Bgrab INTEGER

System (todo)

System

Multi Wait (todo)

Multi Wait

Priority Reverse On (done)

Priority Reverse On

Priority Reverse Off (done)

Priority Reverse Off

Hrev Block (todo)

Hrev Block INTEGER

Vrev Block (todo)

Vrev Block INTEGER

Bank Swap (todo)

Bank Swap INTEGER, INTEGER

Amos To Front (todo)

Amos To Front

Amos To Back (todo)

Amos To Back

Amos Lock (todo)

Amos Lock

Amos Unlock (todo)

Amos Unlock

Set Accessory (todo)

Set Accessory

@_apml_@ (todo)

@_apml_@

Trap (todo)

Trap

Include (todo)

Include STRING

Iff Anim (todo)

Iff Anim STRING To INTEGER

Iff Anim STRING To INTEGER, INTEGER

Call Editor (todo)

Call Editor INTEGER

Call Editor INTEGER, INTEGER

Call Editor INTEGER, INTEGER, STRING

Ask Editor (todo)

Ask Editor INTEGER

Ask Editor INTEGER, INTEGER

Ask Editor INTEGER, INTEGER, STRING

Erase Temp (todo)

Erase Temp

Erase All (todo)

Erase All

Dialog Open (todo)

Dialog Open INTEGER, ANGLE

Dialog Open INTEGER, ANGLE, INTEGER

Dialog Open INTEGER, ANGLE, INTEGER, INTEGER

Dialog Close (todo)

Dialog Close

Dialog Close INTEGER

Dialog Clr (todo)

Dialog Clr INTEGER

Dialog Update (todo)

Dialog Update INTEGER, INTEGER

Dialog Update INTEGER, INTEGER, ANGLE

Dialog Update INTEGER, INTEGER, ANGLE, INTEGER

Dialog Update INTEGER, INTEGER, ANGLE, INTEGER, INTEGER

Dialog Freeze (todo)

Dialog Freeze

Dialog Freeze INTEGER

Dialog Unfreeze (todo)

Dialog Unfreeze

Dialog Unfreeze INTEGER

Resource Bank (todo)

Resource Bank INTEGER

Resource Screen Open (todo)

Resource Screen Open INTEGER, INTEGER, INTEGER, INTEGER

Resource Unpack (todo)

Resource Unpack INTEGER, INTEGER, INTEGER

Read Text (todo)

Read Text STRING

Read Text STRING, INTEGER, INTEGER

Assign (done)

Assign STRING To STRING

Dev Open (todo)

Dev Open INTEGER, STRING, INTEGER, INTEGER, INTEGER

Dev Close (todo)

Dev Close

Dev Close INTEGER

Dev Do (todo)

Dev Do INTEGER, INTEGER

Dev Send (todo)

Dev Send INTEGER, INTEGER

Dev Abort (todo)

Dev Abort INTEGER

Lib Open (todo)

Lib Open INTEGER, STRING, INTEGER

Lib Close (todo)

Lib Close

Lib Close INTEGER

Bsend (todo)

Bsend INTEGER

Bank Shrink (todo)

Bank Shrink INTEGER To INTEGER

Arexx Open (todo)

Arexx Open STRING

Arexx Close (todo)

Arexx Close

Arexx Wait (todo)

Arexx Wait

Arexx Answer (todo)

Arexx Answer INTEGER

Arexx Answer INTEGER, STRING

Exec (todo)

Exec STRING

Monitor (todo)

Monitor

Kill Editor (todo)

Kill Editor

Set Double Precision (todo)

Set Double Precision

Set Stack (todo)

Set Stack

Get Bob Palette (done)

Get Bob Palette

Get Bob Palette INTEGER

Set Equate Bank (todo)

Set Equate Bank INTEGER

||apcmp|| (todo)

||apcmp||

Set Transparent (done)

Set Transparent INTEGER

Stop Transparent (done)

Stop Transparent INTEGER

Set Alpha (done)

Set Alpha INTEGER

Remap (done)

Remap INTEGER To INTEGER

Remap INTEGER To INTEGER, INTEGER, INTEGER, INTEGER, INTEGER

Debug (done)

Debug

Debugger (done)

Debugger STRING

Set Property (done)

Set Property STRING, ANY

Put (done)

Put INTEGER, INTEGER

Get (done)

Get INTEGER, INTEGER

Inc (done)

Inc

Dec (done)

Dec

Add (done)

Add

End (done)

End

Stop (done)

Stop

Functions

Inkey\$ (done)

= Inkey\$

Repeat\$ (done)

= Repeat\$(STRING, INTEGER)

Border\$ (done)

= Border\$(STRING, INTEGER)

Start (done)

= Start(INTEGER)

Length (done)

= Length(INTEGER)

Logbase (todo)

= Logbase(INTEGER)

Logic (todo)

= Logic

= Logic(INTEGER)

Asc (done)

= Asc(STRING)

Execall (todo)

= Execall(INTEGER)

Gfxcall (todo)

= Gfxcall(INTEGER)

Doscall (todo)

= Doscall(INTEGER)

Intcall (todo)

= Intcall(INTEGER)

Param# (done)

= Param#

Param\$ (done)

= Param\$

Param (done)

= Param

Errn (done)

= Errn

Input\$ (done)

= Input\$(INTEGER)

= Input\$(INTEGER, INTEGER)

Flip\$ (done)

= Flip\$(STRING)

Chr\$ (done)

= Chr\$(INTEGER)

Space\$ (done)

= Space\$(INTEGER)

String\$ (done)

= String\$(STRING, INTEGER)

Upper\$ (done)

= Upper\$(STRING)

Lower\$ (done)

= Lower\$(STRING)

Str\$ (done)

= Str\$(INTEGER)

Val (done)

= Val(STRING)

Bin\$ (done)

= Bin\$(INTEGER)

= Bin\$(INTEGER, INTEGER)

Hex\$ (done)

= Hex\$(INTEGER)

= Hex\$(INTEGER, INTEGER)

Len (done)

= Len(STRING)

Instr (done)

= Instr(STRING, STRING)

= Instr(STRING, STRING, INTEGER)

Tab\$ (done)

= Tab\$

Free (todo)

= Free

Varptr (done)

= Varptr

Match (done)

= Match(ANGLE, ANGLE)

Rnd (done)

= Rnd(INTEGER)

Sgn (done)

= Sgn(INTEGER)

Abs (done)

= Abs(INTEGER)

Int (done)

= Int(INTEGER)

Pi# (done)

= Pi#

Min (done)

= Min(INTEGER, INTEGER)

Max (done)

= Max(INTEGER, INTEGER)

Sin (done)

= Sin(ANGLE)

Cos (done)

= Cos(ANGLE)

Tan (done)

= Tan(ANGLE)

Hsin (done)

= Hsin(ANGLE)

Hcos (done)

= Hcos(ANGLE)

Htan (done)

= Htan(ANGLE)

Sqr (done)

= Sqr(INTEGER)

Log (done)

= Log(INTEGER)

Ln (done)

= Ln(INTEGER)

Exp (done)

= Exp(INTEGER)

X Menu (todo)

= X Menu(INTEGER)

Y Menu (todo)

= Y Menu(INTEGER)

Choice (todo)

= Choice

= Choice(INTEGER)

Screen Colour (done)

= Screen Colour

= Screen Colour(INTEGER)

Screen Base (done)

= Screen Base

Screen Width (done)

= Screen Width

= Screen Width(INTEGER)

Screen Height (done)

= Screen Height

= Screen Height(INTEGER)

X Hard (done)

= X Hard(INTEGER)

= X Hard(INTEGER, INTEGER)

Y Hard (done)

= Y Hard(INTEGER)

= Y Hard(INTEGER, INTEGER)

X Screen (done)

= X Screen(INTEGER)

= X Screen(INTEGER, INTEGER)

Y Screen (done)

= Y Screen(INTEGER)

= Y Screen(INTEGER, INTEGER)

X Text (done)

= X Text(INTEGER)

Y Text (done)

= Y Text(INTEGER)

Hires (done)

= Hires

Lowres (done)

= Lowres

Colour (done)

Colour INTEGER, INTEGER

= Colour(INTEGER)

Phybase (todo)

= Phybase(INTEGER)

Physic (todo)

= Physic

= Physic(INTEGER)

Point (done)

= Point(INTEGER, INTEGER)

Text Length (done)

= Text Length(STRING)

Text Styles (done)

= Text Styles

Text Base (done)

= Text Base

Get Font Number (done)

= Get Font Number

= Get Font Number(STRING)

Font\$(done)

= Font\$(ANY)

Key State (done)

= Key State(INTEGER)

Key Shift (done)

= Key Shift

Joy (done)

= Joy(INTEGER)

Jup (done)

= Jup(INTEGER)

Jdown (done)

= Jdown(INTEGER)

Jleft (done)

= Jleft(INTEGER)

Jright (done)

= Jright(INTEGER)

Fire (done)

= Fire(INTEGER)

Gamepad Button (done)

= Gamepad Button(INTEGER, INTEGER)

Gamepad Axe (done)

= Gamepad Axe(INTEGER, INTEGER)

Gamepad Name (done)

= Gamepad Name(INTEGER)

Gamepad Trigger (done)

= Gamepad Trigger(INTEGER, INTEGER)

Gamepad Connected (done)

= Gamepad Connected(INTEGER)

True (done)

= True

False (done)

= False

Scancode (done)

= Scancode

Scanshift (done)

= Scanshift

Scan\$(done)

= Scan\$(INTEGER)

= Scan\$(INTEGER, INTEGER)

Windon (done)

= Windon

Pen\$(done)

= Pen\$(INTEGER)

Paper\$(done)

= Paper\$(INTEGER)

At (done)

= At(INTEGER, INTEGER)

Cup\$(done)

= Cup\$

Cdown\$(done)

= Cdown\$

Cleft\$(done)

= Cleft\$

Cright\$(done)

= Cright\$

Cmove\$(done)

= Cmove\$(INTEGER, INTEGER)

X Curs (done)

= X Curs

Y Curs (done)

= Y Curs

X Graphic (done)

= X Graphic(INTEGER)

Y Graphic (done)

= Y Graphic(INTEGER)

Xgr (done)

= Xgr

Ygr (done)

= Ygr

Zone (done)

= Zone(INTEGER, INTEGER)

= Zone(INTEGER, INTEGER, INTEGER)

Hzone (done)

= Hzone(INTEGER, INTEGER)

= Hzone(INTEGER, INTEGER, INTEGER)

Scin (done)

= Scin(INTEGER, INTEGER)

= Scin(INTEGER, INTEGER, INTEGER)

Mouse Screen (done)

= Mouse Screen

Mouse Zone (done)

= Mouse Zone

Dir First\$ (done)

= Dir First\$(STRING)

Dir Next\$ (done)

= Dir Next\$

Exist (done)

= Exist(STRING)

Picture (todo)

= Picture

Dfree (done)

= Dfree

Lof (done)

= Lof(INTEGER)

Eof (done)

= Eof(INTEGER)

Port (todo)

= Port(INTEGER)

Drive (todo)

= Drive(STRING)

Fsel\$ (done)

= Fsel\$(STRING)

= Fsel\$(STRING, STRING)

= Fsel\$(STRING, STRING, STRING)

= Fsel\$(STRING, STRING, STRING, STRING)

Spritebob Col (done)

= Spritebob Col(INTEGER)

= Spritebob Col(INTEGER, INTEGER To INTEGER)

Sprite Col (done)

= Sprite Col(INTEGER)

= Sprite Col(INTEGER, INTEGER To INTEGER)

Hardcol (todo)

= Hardcol(INTEGER)

Sprite Base (todo)

= Sprite Base(INTEGER)

Icon Base (todo)

= Icon Base(INTEGER)

Bobsprite Col (done)

= Bobsprite Col(INTEGER)

= Bobsprite Col(INTEGER, INTEGER To INTEGER)

Bob Col (done)

= Bob Col(INTEGER)

= Bob Col(INTEGER, INTEGER To INTEGER)

Col (done)

= Col(INTEGER)

X Mouse (done)

= X Mouse

Y Mouse (done)

= Y Mouse

Mouse Key (done)

= Mouse Key

Mouse Click (done)

= Mouse Click

Movon (todo)

= Movon(INTEGER)

Chanan (done)

= Chanan(INTEGER)

Chanmv (done)

= Chanmv(INTEGER)

Amalerr\$ (done)

= Amalerr\$

Amalerr (done)

= Amalerr

X Bob (done)

= X Bob(INTEGER)

Y Bob (done)

= Y Bob(INTEGER)

X Sprite (done)

= X Sprite(INTEGER)

Y Sprite (done)

= Y Sprite(INTEGER)

Chip Free (done)

= Chip Free

Fast Free (done)

= Fast Free

Hunt (done)

= Hunt(INTEGER To INTEGER, STRING)

= Hunt(INTEGER To INTEGER, STRING, ANY)

Peek\$ (done)

= Peek\$(INTEGER, INTEGER)

= Peek\$(INTEGER, INTEGER, STRING)

Peek (done)

= Peek(INTEGER)

Deek (done)

= Deek(INTEGER)

Leek (done)

= Leek(INTEGER)

Btst (done)

= Btst(INTEGER, INTEGER)

Cop Logic (todo)

= Cop Logic

Prg First\$ (todo)

= Prg First\$(STRING)

Prg Next\$ (todo)

= Prg Next\$

Psel\$ (todo)

= Psel\$(STRING)

= Psel\$(STRING, STRING)

= Psel\$(STRING, STRING, STRING)

= Psel\$(STRING, STRING, STRING, STRING)

Get Property\$ (done)

= Get Property\$(STRING)

= Get Property\$(STRING, STRING)

Get Property (done)

= Get Property(STRING)

= Get Property(STRING, STRING)

I Bob (done)

= I Bob(INTEGER)

I Sprite (done)

= I Sprite(INTEGER)

Dev First\$ (todo)

= Dev First\$(STRING)

Dev Next\$ (todo)

= Dev Next\$

Hrev (done)

= Hrev(INTEGER)

Vrev (done)

= Vrev(INTEGER)

Rev (done)

= Rev(INTEGER)

Amos Here (todo)

= Amos Here

Display Height (done)

= Display Height

Display Width (done)

= Display Width

Ntsc (done)

= Ntsc

Laced (done)

= Laced

Prg State (todo)

= Prg State

Disc Info\$ (done)

= Disc Info\$(STRING)

Array (todo)

= Array(ANGLE)

Frame Load (todo)

= Frame Load(INTEGER To INTEGER)

= Frame Load(INTEGER To INTEGER, INTEGER)

Frame Play (todo)

= Frame Play(INTEGER, INTEGER)

= Frame Play(INTEGER, INTEGER, INTEGER)

Frame Length (todo)

= Frame Length(INTEGER)

= Frame Length(INTEGER, INTEGER)

Frame Skip (todo)

= Frame Skip(INTEGER)

= Frame Skip(INTEGER, INTEGER)

Frame Param (todo)

= Frame Param

Dialog Box (todo)

= Dialog Box(ANGLE)

= Dialog Box(ANGLE, INTEGER)

= Dialog Box(ANGLE, INTEGER, STRING)

= Dialog Box(ANGLE, INTEGER, STRING, INTEGER, INTEGER)

Dialog Run (todo)

= Dialog Run(INTEGER)

= Dialog Run(INTEGER, INTEGER)

= Dialog Run(INTEGER, INTEGER, INTEGER, INTEGER)

Dialog (todo)

= Dialog(INTEGER)

Rdialog (todo)

= Rdialog(INTEGER, INTEGER)

= Rdialog(INTEGER, INTEGER, INTEGER)

Rdialog\$(todo)

= Rdialog\$(INTEGER, INTEGER)

= Rdialog\$(INTEGER, INTEGER, INTEGER)

Edialog (todo)

= Edialog

Resource\$(todo)

= Resource\$(INTEGER)

Err\$(todo)

= Err\$(INTEGER)

Errtrap (todo)

= Errtrap

Dev Base (todo)

= Dev Base(INTEGER)

Dev Check (todo)

= Dev Check(INTEGER)

Lib Call (todo)

= Lib Call(INTEGER, INTEGER)

Lib Base (todo)

= Lib Base(INTEGER)

Equ (todo)

= Equ(STRING)

Lvo (todo)

= Lvo(STRING)

Bstart (todo)

= Bstart(INTEGER)

Blength (todo)

= Blength(INTEGER)

Prg Under (todo)

= Prg Under

Arexx Exist (todo)

= Arexx Exist(STRING)

Arexx (todo)

= Arexx

Arexx\$ (todo)

= Arexx\$(INTEGER)

Screen Mode (todo)

= Screen Mode

Zdialog (todo)

= Zdialog(INTEGER, INTEGER, INTEGER)

Is Defined (done)

= Is Defined(INTEGER)

= Is Defined(STRING)

Halfbright (done)

= Halfbright

Alpha (done)

= Alpha(INTEGER)

Mouse Wheel (done)

= Mouse Wheel

Image Width (done)

= Image Width(INTEGER)

Image Height (done)

= Image Height(INTEGER)

Zone\$ (done)

= Zone\$(STRING, INTEGER)

Reserved variables

Mid\$ (done)

= Mid\$(STRING, INTEGER, INTEGER) =

= Mid\$(STRING, INTEGER) =

Left\$ (done)

= Left\$(STRING, INTEGER) =

Right\$ (done)

= Right\$(STRING, INTEGER) =

Menu\$ (todo)

= Menu\$ =

Rain (todo)

= Rain(INTEGER INTEGER, INTEGER) =

Key\$ (done)

= Key\$(INTEGER) =

Timer (done)

= Timer =

Dir\$ (done)

= Dir\$ =

Pof (done)

= Pof(INTEGER) =

Amreg (done)

= Amreg(INTEGER) =

= Amreg(INTEGER, INTEGER) =

Areg (todo)

= Areg(INTEGER INTEGER) =

Dreg (todo)

= Dreg(INTEGER INTEGER) =

Command Line\$ (todo)

= Command Line\$(STRING) =

Vdialog (todo)

= Vdialog(INTEGER INTEGER, INTEGER) =

Vdialog\$ (todo)

= Vdialog\$(STRING INTEGER, INTEGER) =

Struc (todo)

= Struc(INTEGER INTEGER, STRING) =

Struc\$ (todo)

= Struc\$(STRING INTEGER, STRING) =

Did you really read it all?