

Basic Commands

<code>PRINT expr</code>	Output to console
<code>PRINT a ; b</code>	Multiple values
<code>INPUT "prompt", var</code>	User input
<code>LET var = expr</code>	Assign variable
<code>DIM name(size)</code>	Declare array
<code>REM text</code>	Comment
<code>END / STOP</code>	End program

Control Structures

<code>IF cond THEN action</code>	Single-line if
<code>IF cond THEN ... ELSE ...</code>	With else
<code>IF / ELSE / ENDIF</code>	Multi-line block
<code>FOR v=a TO b [STEP s]</code>	For loop
<code>NEXT [v]</code>	End for loop
<code>WHILE cond / WEND</code>	While loop
<code>DO / LOOP UNTIL cond</code>	Do-loop
<code>GOTO label</code>	Jump to label
<code>GOSUB label / RETURN</code>	Subroutine

Graphics Commands

<code>SCREEN w, h</code>	Set canvas size
<code>CLS</code>	Clear screen
<code>COLOR fg [, bg]</code>	Set color (0-15)
<code>PLOT x, y [, color]</code>	Draw pixel
<code>LINE x1,y1,x2,y2 [,c]</code>	Draw line
<code>RECT x,y,w,h [,c,fill]</code>	Rectangle (fill=1)
<code>CIRCLE x,y,r [,c,fill]</code>	Draw circle
<code>DRAW "txt",x,y [,size]</code>	Text on canvas

Sprites & Input

<code>SPRITE id,x,y,w,h [,c]</code>	Create sprite
<code>MOVESPRITE id, x, y</code>	Move sprite
<code>LOADSPRITE imgId, "player.png"</code>	Load local image by name
<code>LOADSPRITEFILE imgId</code>	Pick PNG at run time (optional)

Functions

<code>INT (x)</code>	Floor (round down)
<code>ABS (x)</code>	Absolute value
<code>SQR (x)</code>	Square root
<code>RND / RND (n)</code>	Random 0-1 / 0 to n
<code>SIN (x) / COS (x) / TAN (x)</code>	Trigonometry
<code>SGN (x)</code>	Sign (-1, 0, 1)
<code>NOT (x)</code>	Logical NOT
<code>STR\$ (n)</code>	Number to string
<code>VAL (s)</code>	String to number
<code>LEN (s)</code>	String length
<code>CHR\$ (n) / ASC (s)</code>	Char ↔ ASCII
<code>TIMER</code>	Time in ms

Operators

<code>+ - * / MOD</code>	Arithmetic
<code>= <> < > <= >=</code>	Comparison
<code>AND OR NOT</code>	Logical
<code>+ (with strings)</code>	Concatenation

Scrolling & Viewport

<code>WORLD w, h</code>	Define world size
<code>SCROLL x, y</code>	Set scroll offset
<code>VIEWPORT x, y</code>	Alias for SCROLL
<code>SCROLLX / SCROLLY</code>	Current scroll pos
<code>WORLDW / WORLDH</code>	World dimensions

Gamepad

<code>GAMEPAD</code>	1 if connected, else 0
<code>GPBUTTON (n)</code>	Button n pressed (0/1)
<code>GPAXIS (n)</code>	Axis value (-1 to 1)

Network / Multiplayer

<code>NETHOST</code>	Host a session
<code>NETJOIN "peerId"</code>	Join a session
<code>NETSEND "msg"</code>	Send message

SETSPRITEIMG <i>id, imgId</i>	Assign image to sprite
HIDESPRITE <i>id</i>	Hide sprite
SHOWSPRITE <i>id</i>	Show sprite
LET <i>K\$ = INKEY\$</i>	Key currently held (empty if none)
GETKEY <i>var\$</i>	Next key from queue (each press once - use for typing)
MOUSEX / MOUSEY	Mouse position
MOUSEBUTTON	Mouse button (0/1)
SOUND <i>freq, dur</i>	Play tone
PLAY <i>"song.mp3"</i>	Play local audio by name
PLAYFILE	Pick MP3 at run time (optional)
STOPMUSIC	Stop music
MUSICPLAYING	1 if music playing
SLEEP <i>ms</i>	Wait (ms)
WAIT / SYNC	Frame sync (~60fps)

NETRECV	Receive message
NETCLOSE	Close connection
NETACTIVE	1 if connected
NETHASDATA	1 if data available
NETPEERID\$	Your peer ID

 Colors (0-15)

0 Blk	1 Blu	2 Grn	3 Cyn	4 Red	5 Mag	6 Brn	7 Gry
8 DGr	9 LBl	10 LGr	11 LCy	12 LRd	13 Pnk	14 Yel	15 Wht

 Key Names for INKEY\$ / GETKEY

"ArrowUp/Down/Left/Right"	Arrow keys
"a".."z", "A".."Z"	Letters
" "	Space bar
"Enter"	Enter key
"Escape"	Escape key

 IDE Shortcuts

F5	Run program
F6	Stop
F8	Step-by-step
Ctrl+S	Save project
Escape	Exit fullscreen

 View

 Fullscreen	Button above the game view expands the canvas to full screen; press Escape to exit
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