

CALL CHAR(ALL,pattern-identifier[,...])

CALL CHARSET(ALL)

CALL COLOR(ALL,foreground-color,background-color[,...])

CALL DISTANCE(#sprite,#sprite,numeric-variable[,...])

CALL FILES(number) {0 to 15 can be used now}

CALL GCHAR(row,column,numeric-variable[,...])

CALL HCHAR(row,column,character-code,repitition[,...])

CALL JOYST(key-unit,x-return,y-return[,...])

CALL KEY(key-unit,return-variable,status-variable[,...])

CALL KEY(string,key-unit,return-variable,status-variable[,...])

CALL MAGNIFY(magnification-factor[,...])

CALL MOTION(ALL,row-velocity,column-velocity[,...])

CALL MOTION(GO[,...])

CALL MOTION(STOP[,...])

CALL SCREEN(color[,...])

CALL SCREEN(ON[,...])

CALL SCREEN(OFF[,...])

CALL VCHAR(row,column,character-code,repitition[,...])