

KEY	SUBPROGRAM	KEYBOARD	K1
LIST	COMMAND	DISK or PRINTER	L1
LOAD	SUBPROGRAM	DISK/ASSEMBLY	L2
MAGNIFY	SUBPROGRAM	SPRITE	M1
MAP (SAMS)	OPTION SUBPROGRAM	SAMS MEMORY	M2
MERGE	COMMAND	DISK/FILES	M3
MOTION	SUBPROGRAM	SPRITE	M4
MOVE	COMMAND	EDITOR LINES	M5
MOVES	SUBPROGRAM	MEMORY (ALL TYPES)	M6
NEW	SUBPROGRAM or COMMAND	MEMORY (XB)	N1
OFF (SAMS)	OPTION SUBPROGRAM	SAMS MEMORY	O1
ON (SAMS)	OPTION SUBPROGRAM	SAMS MEMORY	O2
ONKEY	SUBPROGRAM	KEYBOARD	O3
PASS (SAMS)	OPTION SUBPROGRAM	SAMS MEMORY	P1
PATTERN	SUBPROGRAM	SPRITE OR SCREEN	P2
PEEKG	SUBPROGRAM	GROM	P3
PEEKV	SUBPROGRAM	VDP	P4
PLOAD	SUBPROGRAM	DISK or HARD DRIVE	P5
POKEG	SUBPROGRAM	GRAM	P7
POKER	SUBPROGRAM	VDP REGISTERS	P8
POKEV	SUBPROGRAM	VDP	P9
PRAM	SUBPROGRAM	RAM MEMORY	P10
PSAVE	SUBPROGRAM	DISK or HARD DRIVE	P11
QUITOFF	SUBPROGRAM	KEYBOARD	Q1
QUITON	SUBPROGRAM	KEYBOARD	Q2
RANDOMIZE	SUBPROGRAM	INITIALIZE	R1
RES	COMMAND	LINES	R2
RMOTION	SUBPROGRAM	SPRITE	R3
RND	SUBPROGRAM	CONVERSION	R4
SAMS	SAMS CONTROL	SAMS MEMORY	S1
SAVE	COMMAND	DISK or HARD DRIVE	S5
SIZE	SUBPROGRAM or COMMAND	MEMORY (ALL)	S6
STOP	OPTION SUBPROGRAM	SPRITES	S8
SWAPCHAR	SUBPROGRAM	CHAR	S9
SWAPCOLOR	SUBPROGRAM	COLOR	S10
USER	SUBPROGRAM	DISK	U1
VCHAR	SUBPROGRAM	SCREEN	V1
VDPSTACK	SUBPROGRAM	VDP STACK LOCATION	V2
VERSION	SUBPROGRAM	GROM RXB	V3
VGET	SUBPROGRAM	SCREEN	V4
VPUT	SUBPROGRAM	SCREEN	V5
XB	DSR or SUBPROGRAM	DEVICE	X1