

BASIC CONVERTER CHART

One day, all computers will understand the same language (and read each others' disks and address the screen in the same way and . . .). To tide you through until this great day arrives, however, we set out to beg, steal or even buy eleven of the most popular home micros to produce this APC Basic Converter Chart.

Whether you're trying to convert that amazing Atari game to run on your Apple, have just spent the past three hours wondering why your new Commodore 64 micro doesn't seem to give the right answer to a FRE statement or simply want to write programs which can be easily converted to other micros, the APC Basic Converter Chart is here to help.

It isn't possible, of course, to cover every micro nor every command supported by each of the machines included — much as we'd like to. Also, since different micros have an annoying tendency to use the same keyword to perform slightly — or totally — different functions, converting from one machine to another will require some rewriting beyond simply changing the syntax. What this chart aims to do, however, is provide you with an at-a-glance syntax comparison using Microsoft Basic as the standard. The chart won't convert programs for you, but it should save you the trouble of wading through masses of manuals written by authors who have apparently not yet heard about alphabetical indexing.

Due to the limited amount of information we can squeeze into each box, it hasn't always been possible

to indicate the full power of every command or statement. Most LIST statements, for example, allow you to list the whole program, list a specified line, list all lines within a given range, list all lines up to a specified line or list from a specified line. Fiddling around with brackets in an attempt to represent each of these possibilities would lead to a totally incomprehensible entry. It should be assumed, therefore, that we're dealing with the most common use of each statement here and that other uses may be available.

Something to be aware of is that identical syntax may have very different effects on different machines. SYSTEM on a TRS-80 will transfer program control to a machine language routine while in Microsoft Basic closes files prior to returning to the operating system.

You will notice that we haven't included anything on sound and graphics; with most of today's micros offering both high-resolution graphics and fairly sophisticated sound control, this area would require a chart of its own. APC will be looking at sound and colour in a later issue.

The abbreviations used in the chart are as follows:

addr = address, exp = expression,
sub = subscript, stmt = statement,
var = variable,
Square bracket [] indicates optional code.

BASIC CONVERTER CHART '86



Those rotten manufacturers still insist on making machines that won't talk to each other in the same language. Some enlightened people are having a go with MSX, but in the meantime and in response to overwhelming demand, here's the 1986 APC Converter Chart. We've added seven new Basics, covering the latest machines, and revised and updated the chart. It isn't possible, of course, to cover every micro nor every command supported by each of the machines included. What this chart aims to do is to provide an at-a-glance syntax comparison using Microsoft Basic as a reference point. The chart won't convert programs for you but it will save you the trouble of getting hold of piles of manuals — and even when you've got them it's often the beginning, not the end of your worries. To use the chart, first check that the keyword you want isn't in the box on the right. If it is, then you're lucky: it's one of the few that

is the same on every single machine featured here. Due to the limited amount of information we can squeeze into each box, it hasn't always been possible to indicate the full power of every statement. It should be assumed, therefore, that we're dealing with the most common uses of each statement, and that other uses may be available. Something to watch out for: identical syntax may have different effects on different machines. Watch out especially for SYSTEM and RND. You'll notice we haven't included anything on sound and graphics: that's too complicated for a quick reference chart, but we've covered the subject in a series of articles which will appear in APC for a range of machines.

SHARED INSTRUCTIONS

ABS (exp)
 COS (exp)
 END
 FOR var=exp TO exp [STEP exp]
 LEN (string)
 LET var=exp
 REM text
 SIN (exp)
 SQR (exp)
 STOP
 TAN (exp)
 VAL (exp) NB not available on QL

ABBREVIATIONS USED IN THIS CHART:

addr = address
 exp = expression
 parm(s) = parameter(s)
 stmt = statement
 var = variable
 Square brackets [] indicate optional code.

BASIC RESERVED WORDS & FORMATS

MACHINE	STANDARD MICROSOFT	ASC	ATN	AUTO	CALL	CHAIN	CHRS	CLEAR	CLOSE	CONT	DATA	DEF	DELETE	DIM	EDIT	EXP	FRE	GET	GOSUB	GOTO	IF/THEN/ELSE
AMSTRAD 464/664/6128	ASC (string)	ATN (exp)	AUTO (lines, var)	CALL var, var, var, ...	CHAIN "filename"	CHRS (exp)	CLEAR (exp, exp)	CLOSE (file)	CLOSE (file)	CONT	DATA const, const, ...	DEF FN var (var, var, ...)	DELETE (line, line)	DIM var (var, var, ...)	EDIT (line)	EXP (exp)	FRE (exp)	GET (file)	GOSUB (line)	GOTO (line)	IF exp THEN stmt ELSE stmt
APPLE II	ASC (string)	ATN (exp)	AUTO (lines, var)	CALL addr	CHAIN "filename"	CHRS (exp)	CLEAR (exp)	CLOSE (file)	CLOSE (file)	CONT	DATA const, const, ...	DEF FN var (var, var, ...)	DELETE (line, line)	DIM var (var, var, ...)	EDIT (line)	EXP (exp)	FRE (exp)	GET (file)	GOSUB (line)	GOTO (line)	IF exp THEN stmt ELSE stmt
ATARI	ASC (string)	ATN (exp)	AUTO (lines, var)	CALL var, var, var, ...	CHAIN "filename"	CHRS (exp)	CLEAR (exp)	CLOSE (file)	CLOSE (file)	CONT	DATA const, const, ...	DEF FN var (var, var, ...)	DELETE (line, line)	DIM var (var, var, ...)	EDIT (line)	EXP (exp)	FRE (exp)	GET (file)	GOSUB (line)	GOTO (line)	IF exp THEN stmt ELSE stmt
BBC	ASC (string)	ATN (exp)	AUTO (lines, var)	CALL var, var, var, ...	CHAIN "filename"	CHRS (exp)	CLEAR (exp)	CLOSE (file)	CLOSE (file)	CONT	DATA const, const, ...	DEF FN var (var, var, ...)	DELETE (line, line)	DIM var (var, var, ...)	EDIT (line)	EXP (exp)	FRE (exp)	GET (file)	GOSUB (line)	GOTO (line)	IF exp THEN stmt ELSE stmt
COMMODORE 64 & VIC 20	ASC (string)	ATN (exp)	AUTO (lines, var)	CALL var, var, var, ...	CHAIN "filename"	CHRS (exp)	CLEAR (exp)	CLOSE (file)	CLOSE (file)	CONT	DATA const, const, ...	DEF FN var (var, var, ...)	DELETE (line, line)	DIM var (var, var, ...)	EDIT (line)	EXP (exp)	FRE (exp)	GET (file)	GOSUB (line)	GOTO (line)	IF exp THEN stmt ELSE stmt
IBM PC-BASIC A	ASC (string)	ATN (exp)	AUTO (lines, var)	CALL var, var, var, ...	CHAIN "filename"	CHRS (exp)	CLEAR (exp)	CLOSE (file)	CLOSE (file)	CONT	DATA const, const, ...	DEF FN var (var, var, ...)	DELETE (line, line)	DIM var (var, var, ...)	EDIT (line)	EXP (exp)	FRE (exp)	GET (file)	GOSUB (line)	GOTO (line)	IF exp THEN stmt ELSE stmt
MEMOTECH MTX 512	ASC (string)	ATN (exp)	AUTO (lines, var)	CALL var, var, var, ...	CHAIN "filename"	CHRS (exp)	CLEAR (exp)	CLOSE (file)	CLOSE (file)	CONT	DATA const, const, ...	DEF FN var (var, var, ...)	DELETE (line, line)	DIM var (var, var, ...)	EDIT (line)	EXP (exp)	FRE (exp)	GET (file)	GOSUB (line)	GOTO (line)	IF exp THEN stmt ELSE stmt
MICROBEE	ASC (string)	ATN (exp)	AUTO (lines, var)	CALL var, var, var, ...	CHAIN "filename"	CHRS (exp)	CLEAR (exp)	CLOSE (file)	CLOSE (file)	CONT	DATA const, const, ...	DEF FN var (var, var, ...)	DELETE (line, line)	DIM var (var, var, ...)	EDIT (line)	EXP (exp)	FRE (exp)	GET (file)	GOSUB (line)	GOTO (line)	IF exp THEN stmt ELSE stmt
MSX BASIC	ASC (string)	ATN (exp)	AUTO (lines, var)	CALL var, var, var, ...	CHAIN "filename"	CHRS (exp)	CLEAR (exp)	CLOSE (file)	CLOSE (file)	CONT	DATA const, const, ...	DEF FN var (var, var, ...)	DELETE (line, line)	DIM var (var, var, ...)	EDIT (line)	EXP (exp)	FRE (exp)	GET (file)	GOSUB (line)	GOTO (line)	IF exp THEN stmt ELSE stmt
TANDY 100	ASC (string)	ATN (exp)	AUTO (lines, var)	CALL var, var, var, ...	CHAIN "filename"	CHRS (exp)	CLEAR (exp)	CLOSE (file)	CLOSE (file)	CONT	DATA const, const, ...	DEF FN var (var, var, ...)	DELETE (line, line)	DIM var (var, var, ...)	EDIT (line)	EXP (exp)	FRE (exp)	GET (file)	GOSUB (line)	GOTO (line)	IF exp THEN stmt ELSE stmt
TANDY COLOR	ASC (string)	ATN (exp)	AUTO (lines, var)	CALL var, var, var, ...	CHAIN "filename"	CHRS (exp)	CLEAR (exp)	CLOSE (file)	CLOSE (file)	CONT	DATA const, const, ...	DEF FN var (var, var, ...)	DELETE (line, line)	DIM var (var, var, ...)	EDIT (line)	EXP (exp)	FRE (exp)	GET (file)	GOSUB (line)	GOTO (line)	IF exp THEN stmt ELSE stmt
SINCLAIR QL	ASC (string)	ATN (exp)	AUTO (lines, var)	CALL var, var, var, ...	CHAIN "filename"	CHRS (exp)	CLEAR (exp)	CLOSE (file)	CLOSE (file)	CONT	DATA const, const, ...	DEF FN var (var, var, ...)	DELETE (line, line)	DIM var (var, var, ...)	EDIT (line)	EXP (exp)	FRE (exp)	GET (file)	GOSUB (line)	GOTO (line)	IF exp THEN stmt ELSE stmt
TRS-80 II/SYSTEM 80	ASC (string)	ATN (exp)	AUTO (lines, var)	CALL var, var, var, ...	CHAIN "filename"	CHRS (exp)	CLEAR (exp)	CLOSE (file)	CLOSE (file)	CONT	DATA const, const, ...	DEF FN var (var, var, ...)	DELETE (line, line)	DIM var (var, var, ...)	EDIT (line)	EXP (exp)	FRE (exp)	GET (file)	GOSUB (line)	GOTO (line)	IF exp THEN stmt ELSE stmt
VA-200	ASC (string)	ATN (exp)	AUTO (lines, var)	CALL var, var, var, ...	CHAIN "filename"	CHRS (exp)	CLEAR (exp)	CLOSE (file)	CLOSE (file)	CONT	DATA const, const, ...	DEF FN var (var, var, ...)	DELETE (line, line)	DIM var (var, var, ...)	EDIT (line)	EXP (exp)	FRE (exp)	GET (file)	GOSUB (line)	GOTO (line)	IF exp THEN stmt ELSE stmt
ZX SPECTRUM	ASC (string)	ATN (exp)	AUTO (lines, var)	CALL var, var, var, ...	CHAIN "filename"	CHRS (exp)	CLEAR (exp)	CLOSE (file)	CLOSE (file)	CONT	DATA const, const, ...	DEF FN var (var, var, ...)	DELETE (line, line)	DIM var (var, var, ...)	EDIT (line)	EXP (exp)	FRE (exp)	GET (file)	GOSUB (line)	GOTO (line)	IF exp THEN stmt ELSE stmt

MACHINE	STANDARD MICROSOFT	INKEYS	INPUT	INT	LEFTS	LIST	LIST	LOAD	LOG	MIDS	NAME	NEW	NEXT	ON ERROR	ON/GOSUB	ON/GOTO	OPEN	OUT	PEEK	POKE	PRINT
AMSTRAD 464/664/6128	INKEYS (exp)	INPUT (var)	INT (exp)	LEFTS (string, length)	LIST (lines)	LIST (lines)	LOAD "filename"	LOG (exp)	MIDS (string, start, length)	NAME "filename" AS "filename"	NEW	NEXT var	ON ERROR GOTO line	ON GOSUB line	ON GOTO line	OPEN "filename" FOR mode	OUT port, byte	PEEK (addr)	POKE (addr, byte)	PRINT (exp)	
APPLE II	INKEYS (exp)	INPUT (var)	INT (exp)	LEFTS (string, length)	LIST (lines)	LIST (lines)	LOAD "filename"	LOG (exp)	MIDS (string, start, length)	NAME "filename" AS "filename"	NEW	NEXT var	ON ERROR GOTO line	ON GOSUB line	ON GOTO line	OPEN "filename" FOR mode	OUT port, byte	PEEK (addr)	POKE (addr, byte)	PRINT (exp)	
ATARI	INKEYS (exp)	INPUT (var)	INT (exp)	LEFTS (string, length)	LIST (lines)	LIST (lines)	LOAD "filename"	LOG (exp)	MIDS (string, start, length)	NAME "filename" AS "filename"	NEW	NEXT var	ON ERROR GOTO line	ON GOSUB line	ON GOTO line	OPEN "filename" FOR mode	OUT port, byte	PEEK (addr)	POKE (addr, byte)	PRINT (exp)	
BBC	INKEYS (exp)	INPUT (var)	INT (exp)	LEFTS (string, length)	LIST (lines)	LIST (lines)	LOAD "filename"	LOG (exp)	MIDS (string, start, length)	NAME "filename" AS "filename"	NEW	NEXT var	ON ERROR GOTO line	ON GOSUB line	ON GOTO line	OPEN "filename" FOR mode	OUT port, byte	PEEK (addr)	POKE (addr, byte)	PRINT (exp)	
COMMODORE 64 & VIC 20	INKEYS (exp)	INPUT (var)	INT (exp)	LEFTS (string, length)	LIST (lines)	LIST (lines)	LOAD "filename"	LOG (exp)	MIDS (string, start, length)	NAME "filename" AS "filename"	NEW	NEXT var	ON ERROR GOTO line	ON GOSUB line	ON GOTO line	OPEN "filename" FOR mode	OUT port, byte	PEEK (addr)	POKE (addr, byte)	PRINT (exp)	
IBM PC-BASIC A	INKEYS (exp)	INPUT (var)	INT (exp)	LEFTS (string, length)	LIST (lines)	LIST (lines)	LOAD "filename"	LOG (exp)	MIDS (string, start, length)	NAME "filename" AS "filename"	NEW	NEXT var	ON ERROR GOTO line	ON GOSUB line	ON GOTO line	OPEN "filename" FOR mode	OUT port, byte	PEEK (addr)	POKE (addr, byte)	PRINT (exp)	
MEMOTECH MTX 512	INKEYS (exp)	INPUT (var)	INT (exp)	LEFTS (string, length)	LIST (lines)	LIST (lines)	LOAD "filename"	LOG (exp)	MIDS (string, start, length)	NAME "filename" AS "filename"	NEW	NEXT var	ON ERROR GOTO line	ON GOSUB line	ON GOTO line	OPEN "filename" FOR mode	OUT port, byte	PEEK (addr)	POKE (addr, byte)	PRINT (exp)	
MICROBEE	INKEYS (exp)	INPUT (var)	INT (exp)	LEFTS (string, length)	LIST (lines)	LIST (lines)	LOAD "filename"	LOG (exp)	MIDS (string, start, length)	NAME "filename" AS "filename"	NEW	NEXT var	ON ERROR GOTO line	ON GOSUB line	ON GOTO line	OPEN "filename" FOR mode	OUT port, byte	PEEK (addr)	POKE (addr, byte)	PRINT (exp)	
MSX BASIC	INKEYS (exp)	INPUT (var)	INT (exp)	LEFTS (string, length)	LIST (lines)	LIST (lines)	LOAD "filename"	LOG (exp)	MIDS (string, start, length)	NAME "filename" AS "filename"	NEW	NEXT var	ON ERROR GOTO line	ON GOSUB line	ON GOTO line	OPEN "filename" FOR mode	OUT port, byte	PEEK (addr)	POKE (addr, byte)	PRINT (exp)	
TANDY 100	INKEYS (exp)	INPUT (var)	INT (exp)	LEFTS (string, length)	LIST (lines)	LIST (lines)	LOAD "filename"	LOG (exp)	MIDS (string, start, length)	NAME "filename" AS "filename"	NEW	NEXT var	ON ERROR GOTO line	ON GOSUB line	ON GOTO line	OPEN "filename" FOR mode	OUT port, byte	PEEK (addr)	POKE (addr, byte)	PRINT (exp)	
TANDY COLOR	INKEYS (exp)	INPUT (var)	INT (exp)	LEFTS (string, length)	LIST (lines)	LIST (lines)	LOAD "filename"	LOG (exp)	MIDS (string, start, length)	NAME "filename" AS "filename"	NEW	NEXT var	ON ERROR GOTO line	ON GOSUB line	ON GOTO line	OPEN "filename" FOR mode	OUT port, byte	PEEK (addr)	POKE (addr, byte)	PRINT (exp)	
SINCLAIR QL	INKEYS (exp)	INPUT (var)	INT (exp)	LEFTS (string, length)	LIST (lines)	LIST (lines)	LOAD "filename"	LOG (exp)	MIDS (string, start, length)	NAME "filename" AS "filename"	NEW	NEXT var	ON ERROR GOTO line	ON GOSUB line	ON GOTO line	OPEN "filename" FOR mode	OUT port, byte	PEEK (addr)	POKE (addr, byte)	PRINT (exp)	
TRS-80 II/SYSTEM 80	INKEYS (exp)	INPUT (var)	INT (exp)	LEFTS (string, length)	LIST (lines)	LIST (lines)	LOAD "filename"	LOG (exp)	MIDS (string, start, length)	NAME "filename" AS "filename"	NEW	NEXT var	ON ERROR GOTO line	ON GOSUB line	ON GOTO line	OPEN "filename" FOR mode	OUT port, byte	PEEK (addr)	POKE (addr, byte)	PRINT (exp)	
VZ-200	INKEYS (exp)	INPUT (var)	INT (exp)	LEFTS (string, length)	LIST (lines)	LIST (lines)	LOAD "filename"	LOG (exp)	MIDS (string, start, length)	NAME "filename" AS "filename"	NEW	NEXT var	ON ERROR GOTO line	ON GOSUB line	ON GOTO line	OPEN "filename" FOR mode	OUT port, byte	PEEK (addr)	POKE (addr, byte)	PRINT (exp)	
ZX SPECTRUM	INKEYS (exp)	INPUT (var)	INT (exp)	LEFTS (string, length)	LIST (lines)	LIST (lines)	LOAD "filename"	LOG (exp)	MIDS (string, start, length)	NAME "filename" AS "filename"	NEW	NEXT var	ON ERROR GOTO line	ON GOSUB line	ON GOTO line	OPEN "filename" FOR mode	OUT port, byte	PEEK (addr)	POKE (addr, byte)	PRINT (exp)	

MACHINE	STANDARD MICROSOFT	RANDOMIZE	READ	RENUM	RESTORE	RESUME	RETURN	RIGHTS	RND	RUN	SAVE	SGN	STRINGS	STR\$	SYSTEM	TROFF	TRON	USR	WAIT	WHILE/END	WIDTH
AMSTRAD 464/664/6128	RANDOMIZE (exp)	READ var	RENUM (line, var)	RESTORE (line)	RESUME (line)	RETURN	RIGHTS (string, length)	RND (exp)	RUN (line)	SAVE "filename"	SGN (exp)	STRINGS (length, string)	STR\$ (exp)	SYSTEM	TROFF	TRON	USR (parameter)	WAIT (port, mode)	WHILE exp WEND	WIDTH exp	
APPLE II	RANDOMIZE (exp)	READ var	RENUM (line, var)	RESTORE (line)	RESUME (line)	RETURN	RIGHTS (string, length)	RND (exp)	RUN (line)	SAVE "filename"	SGN (exp)	STRINGS (length, string)	STR\$ (exp)	SYSTEM	TROFF	TRON	USR (parameter)	WAIT (port, mode)	WHILE exp WEND	WIDTH exp	
ATARI	RANDOMIZE (exp)	READ var	RENUM (line, var)	RESTORE (line)	RESUME (line)	RETURN	RIGHTS (string, length)	RND (exp)	RUN (line)	SAVE "filename"	SGN (exp)	STRINGS (length, string)	STR\$ (exp)	SYSTEM	TROFF	TRON	USR (parameter)	WAIT (port, mode)	WHILE exp WEND	WIDTH exp	
BBC	RANDOMIZE (exp)	READ var	RENUM (line, var)	RESTORE (line)	RESUME (line)	RETURN	RIGHTS (string, length)	RND (exp)	RUN (line)	SAVE "filename"	SGN (exp)	STRINGS (length, string)	STR\$ (exp)	SYSTEM	TROFF	TRON	USR (parameter)	WAIT (port, mode)	WHILE exp WEND	WIDTH exp	
COMMODORE 64 & VIC 20	RANDOMIZE (exp)	READ var	RENUM (line, var)	RESTORE (line)	RESUME (line)	RETURN	RIGHTS (string, length)	RND (exp)	RUN (line)	SAVE "filename"	SGN (exp)	STRINGS (length, string)	STR\$ (exp)	SYSTEM	TROFF	TRON	USR (parameter)	WAIT (port, mode)	WHILE exp WEND	WIDTH exp	
IBM PC-BASIC A	RANDOMIZE (exp)	READ var	RENUM (line, var)	RESTORE (line)	RESUME (line)	RETURN	RIGHTS (string, length)	RND (exp)	RUN (line)	SAVE "filename"	SGN (exp)	STRINGS (length, string)	STR\$ (exp)	SYSTEM	TROFF	TRON	USR (parameter)	WAIT (port, mode)	WHILE exp WEND	WIDTH exp	
MEMOTECH MTX 512	RANDOMIZE (exp)	READ var	RENUM (line, var)	RESTORE (line)	RESUME (line)	RETURN	RIGHTS (string, length)	RND (exp)	RUN (line)	SAVE "filename"	SGN (exp)	STRINGS (length, string)	STR\$ (exp)	SYSTEM	TROFF	TRON	USR (parameter)	WAIT (port, mode)	WHILE exp WEND	WIDTH exp	
MICROBEE	RANDOMIZE (exp)	READ var	RENUM (line, var)	RESTORE (line)	RESUME (line)	RETURN	RIGHTS (string, length)	RND (exp)	RUN (line)	SAVE "filename"	SGN (exp)	STRINGS (length, string)	STR\$ (exp)	SYSTEM	TROFF	TRON	USR (parameter)	WAIT (port, mode)	WHILE exp WEND	WIDTH exp	
MSX BASIC	RANDOMIZE (exp)	READ var	RENUM (line, var)	RESTORE (line)	RESUME (line)	RETURN	RIGHTS (string, length)	RND (exp)	RUN (line)	SAVE "filename"	SGN (exp)	STRINGS (length, string)	STR\$ (exp)	SYSTEM	TROFF	TRON	USR (parameter)	WAIT (port, mode)	WHILE exp WEND	WIDTH exp	
TANDY 100	RANDOMIZE (exp)	READ var	RENUM (line, var)	RESTORE (line)	RESUME (line)	RETURN	RIGHTS (string, length)	RND (exp)	RUN (line)	SAVE "filename"	SGN (exp)	STRINGS (length, string)	STR\$ (exp)	SYSTEM	TROFF	TRON	USR (parameter)	WAIT (port, mode)	WHILE exp WEND	WIDTH exp	
TANDY COLOR	RANDOMIZE (exp)	READ var	RENUM (line, var)	RESTORE (line)	RESUME (line)	RETURN	RIGHTS (string, length)	RND (exp)	RUN (line)	SAVE "filename"	SGN (exp)	STRINGS (length, string)	STR\$ (exp)	SYSTEM	TROFF	TRON	USR (parameter)	WAIT (port, mode)	WHILE exp WEND	WIDTH exp	
SINCLAIR QL	RANDOMIZE (exp)	READ var	RENUM (line, var)	RESTORE (line)	RESUME (line)	RETURN	RIGHTS (string, length)	RND (exp)	RUN (line)	SAVE "filename"	SGN (exp)	STRINGS (length, string)	STR\$ (exp)	SYSTEM	TROFF	TRON	USR (parameter)	WAIT (port, mode)	WHILE exp WEND	WIDTH exp	
TRS-80 II/SYSTEM 80	RANDOMIZE (exp)	READ var	RENUM (line, var)	RESTORE (line)	RESUME (line)	RETURN	RIGHTS (string, length)	RND (exp)	RUN (line)	SAVE "filename"	SGN (exp)	STRINGS (length, string)	STR\$ (exp)	SYSTEM	TROFF	TRON	USR (parameter)	WAIT (port, mode)	WHILE exp WEND	WIDTH exp	
VZ-200	RANDOMIZE (exp)	READ var	RENUM (line, var)	RESTORE (line)	RESUME (line)	RETURN	RIGHTS (string, length)	RND (exp)	RUN (line)	SAVE "filename"	SGN (exp)	STRINGS (length, string)	STR\$ (exp)	SYSTEM	TROFF	TRON	USR (parameter)	WAIT (port, mode)	WHILE exp WEND	WIDTH exp	
ZX SPECTRUM	RANDOMIZE (exp)	READ var	RENUM (line, var)	RESTORE (line)	RESUME (line)	RETURN	RIGHTS (string, length)	RND (exp)	RUN (line)	SAVE "filename"	SGN (exp)	STRINGS (length, string)	STR\$ (exp)	SYSTEM	TROFF	TRON	USR (parameter)	WAIT (port, mode)	WHILE exp WEND	WIDTH exp	