

### Effect Calls

CAL	Calls an effect
STP	Stops an effect
RCS	Random CAL or STP
SWP	Swap an effect ON/OFF

### ID Commands

LAB	Label ID bookmark
JMP	Jump to label ID
JSR	Jump to sub-routine ID
RTS	Return from sub-routine

### Loops

REP	Repeat loop
LOP	Loop until REP=0
BRK	Exit REP / LOP

### Time

NOP	No operation
TIM	Wait until time
TRS	Time reset
FPS	Set frames/second speed
IFT	Compare time of intro

### Stacks

LEA	Load effect on stack
IDN	Push ID of effect on stack
IDL	Set ID Layer-Position
IDC	Clone/copy of IDN to new IDN
PSH	Update effect values of X / Y / Z
SFX	Set FX to effect on stack
RFX	Set random FX to effect on stack
BFX	Blending Mode ON=1,2,4/OFF=0

### Movement

### Effect Calls (Objects quantity)

CAL	All objects
STP	All objects
RCS	All objects
SWP	All objects

### ID CMD (Object quantity)

LAB	All objects
JMP	All objects
JSR	All objects
RTS	All objects

### Loops (Object quantity)

REP	All objects
LOP	All objects
BRK	All objects

### Time (Object quantity)

NOP	All objects
TIM	All objects
TRS	All objects
FPS	All objects
IFT	All objects

### Stacks (Object quantity)

LEA	All objects
IDN	10
IDL	All objects
IDC	2
PSH	N/A
SFX	4
RFX	3
BFX	9

### Movement (object quantity)

MOV	Move to position
MX	Move to X position
MY	Move to Y position
MZ	Move to Z position
MVS	Move speed to effect
MVC	Move speed to copper
MVA	Set alpha (transparency) to effect
MRX	Set speed for X rotation
MRY	Set speed for Y rotation
MRZ	Set speed for Z rotation
MAX	Set X angle
MAY	Set Y angle
MAZ	Set Z angle

MOV	14
MX	16
MY	11
MZ	6
MVS	6
MVC	4
MVA	7
MRX	7
MRY	8
MRZ	6
MAX	6
MAY	8
MAZ	



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