Effect Calls

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

Effect Calls (Objects quantity)

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

ID Commands

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

ID CMD (Object quantity)

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

Loops

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

Loops (Object quantity)

REP	All objects
LOP	All objects
BRK	All objects

Time

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

Time (Object quantity)

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

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

Stacks (Object quantity)

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

Movement

Movement (object quantity)

MVX	Move to X position	MVX	14
MVY	Move to Y position	MVY	16
MVZ	Move to Z position	MVZ	11
MVS	Move speed to effect	MVS	6
MVC	Move speed to copper	MVC	6
MVA	Set alpha (transparency) to effect	MVA	4
MRX	Set speed for X rotation	MRX	7
MRY	Set speed for Y rotation	MRY	7
MRZ	Set speed for Z rotation	MRZ	8
MAX	Set X angle	MAX	6
MAY	Set Y angle	MAY	6
MAZ	Set Z angle	MAZ	8