

Command-Index

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	<i>TITLE :</i> Command-Index		
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WRITTEN BY		August 26, 2024	

REVISION HISTORY

NUMBER	DATE	DESCRIPTION	NAME

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Chapter 1

Command-Index

1.1 PureBasic Command Index

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*****
*
*           PureBasic Command Index   V1.50
*
*           © 2000 - Fantaisie Software
*
*****
```

Commands Index:	Internal / External :
.b	I Variables
.l	I Variables
.s	I Variables
.ub	I Variables
.ul	I Variables
.uw	I Variables
.w	I Variables
ActivateCommodity	E Commodity
ActivateCommodityObject	E Commodity
ActivateCommodityTranslator	E Commodity
ActivateGadget	E Gadget
ActivateWindow	E Window
AddAppMenu	E App
AddAppWindow	E App
AddBlockSprite	E Sprite
AddBufferedSprite	E Sprite
AddCommodityInputEvent	E Commodity
AddElement	E Linked List
AddSprite	E Sprite
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AllocateBitMap	E BitMap
AllocateChunkyBuffer	E Chunky
AllocateLinearBitMap	E BitMap
AllocateSoundChannels	E Sound
AmigaChipSet	E Amiga
AmigaSpriteScreen	E AmigaSprite
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Asc	E String
AttachGadgetList	E Gadget
AttachMenu	E Menu
AttachPopupMenu	E PopupMenu
BackColour	E Drawing
BitMapID	E BitMap
BitMapRastPort	E BitMap
Blue	E Palette
BoxFill	E Drawing
BusyPointer	E Window
ButtonGadget	E Gadget
Byte	I Variables
CallDebugger	I Debugger
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ChangeAmigaSpriteResolution	E AmigaSprite
ChangeCommodityFilter	E Commodity
ChangeCommodityFilterIX	E Commodity
ChangeCommodityTranslator	E Commodity
ChangeCurrentElement	E Linked List
ChangeSoundPeriod	E Sound
ChangeSoundVolume	E Sound
ChangeTag	E TagList
CheckBoxGadget	E Gadget
Chr	E String
ChunkyBlit	E Chunky
ChunkyBlock	E Chunky
ChunkyCls	E Chunky
ChunkyID	E Chunky
ChunkyPlot	E Chunky
ChunkyToPlanar	E Chunky
Circle	E Drawing
ClearList	E Linked List
CloseFile	E File
CloseFont	E Font
CloseScreen	E Screen
CloseWindow	E Window
Cls	E Drawing
CommodityCtrlCSignal	E Commodity
CommodityEvent	E Commodity
CommodityID	E Commodity
CommoditySignal	E Commodity
CommodityType	E Commodity
CopyBitmap	E Drawing
CopySound	E Sound
CountList	E Linked List
CreateCommodityObject	E Commodity
CreateDualPlayField	E Screen
CreateFile	E File
CreateGadgetList	E Gadget
CreateMenu	E Menu
CreatePalette	E Palette
CreateSound	E Sound
CreateSpriteBuffer	E Sprite
CursX	E Drawing
CursY	E Drawing
CycleGadget	E Gadget

DecodeSound	E Sound
Default	I Select: EndSelect
DefType	I DefType
Delay	E Misc
DetachGadgetList	E Window
DetachMenu	E Window
Dim	I Dim
DisableGadget	E Gadget
DisablePopupMenuItem	E PopupMenu
DisplayAmigaSprite	E AmigaSprite
DisplayPalette	E Palette
DosBase	E OS
DrawingFont	E Drawing
DrawingMode	E Drawing
DrawingOutput	E Drawing
DrawingRastPort	E Drawing
EasyRequester	E Requester
Ellipse	E Drawing
Else	I If: EndIf
EndIf	I If: EndIf
EndProcedure	I Procedures
EndSelect	I Select: Endselect
EndStructure	I Structures
Eof	E File
EventCode	E Window
EventGadget	E Window
EventID	E Window
EventQualifier	E Window
EventWindow	E Window
ExecBase	E OS
Fade	E Palette
FadeOut	E Palette
FakeEndSelect	I Select: EndSelect
FakeReturn	I Gosub: Return
FileRequester	E Requester
FileSeek	E File
FindFrontScreen	E Screen
FindScreen	E Screen
FindString	E String
FirstElement	E Linked List
FlashScreen	E Screen
FontID	E Font
FontRequester	E Requester
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Forever	I Repeat: Until
FreeAmigaSprite	E AmigaSprite
FreeBitMap	E BitMap
FreeChunkyBuffer	E Chunky
FreeCommodityObject	E Commodity
FreeGadgetList	E Gadget
FreeMenu	E Menu
FreePalette	E Palette
FreePicture	E Picture
FreePopupMenu	E PopupMenu
FreeSound	E Sound
FreeSoundChannels	E Sound
FreeSprite	E Sprite

FreeSpriteBuffer	E Sprite
FreeTagList	E TagList
FreeToolType	E ToolType
FrontColour	E Drawing
GetClipboardText	E Clipboard
GetFilePart	E Misc
GetNextToolTypeString	E ToolType
GetNumberOfToolTypes	E ToolType
GetPathPart	E Misc
GetPicturePalette	E Palette
GetScreenPalette	E Palette
GetSoundLength	E Sound
GetStringText	E Gadget
GetToolTypeValue	E ToolType
Global	I Variables
Gosub	I Gosub: Return
Goto	I Others
GraphicsBase	E OS
Green	E Palette
HideScreen	E Screen
If	I If: EndIf
IncludeBinary	I Includes
IncludeFile	I Includes
IncludePath	I Includes
InitAmigaSprite	E AmigaSprite
InitApp	E App
InitBitMap	E BitMap
InitChunky	E Chunky
InitCommodity	E Commodity
InitFile	E File
InitFont	E Font
InitGadget	E Gadget
InitJoypad	E Joypad
InitMenu	E Menu
InitPalette	E Palette
InitPicture	E Picture
InitPopupMenu	E PopupMenu
InitRequester	E Requester
InitScreen	E Screen
InitSound	E Sound
InitSprite	E Sprite
InitTagList	E TagList
InitTimer	E Timer
InitToolType	E ToolType
InitWindow	E Window
InsertElement	E Linked List
IntegerGadget	E Gadget
IntuitionBase	E OS
JoypadButtons	E Joypad
JoypadMovement	E Joypad
KillElement	E Linked List
LastElement	E Linked List
LCase	E String
Left	E String
Len	E String
Line	E Drawing
ListBase	E Linked List

ListIndex	E Linked List
ListViewGadget	E Gadget
LoadAmigaSprite	E AmigaSprite
LoadFont	E Font
LoadPalette	E Palette
LoadPicture	E Picture
LoadSound	E Sound
Loc	E File
Locate	E Drawing
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MenuCheckSubItem	E Menu
MenuItem	E Menu
MenuSubBar	E Menu
MenuSubItem	E Menu
MenuTitle	E Menu
MenuToggleItem	E Menu
MenuToggleSubItem	E Menu
Mid	E String
MouseWait	E Misc
MoveWindow	E Window
NbColour	E Palette
NewList	I LinkedLists
Next	I For: Next
NextAppFile	E App
NextElement	E Linked List
NoGadgetBorder	E Gadget
NumberGadget	E Gadget
ObtainBestPen	E Drawing
OpenFile	E File
OpenScreen	E Screen
OpenWindow	E Window
OptionGadget	E Gadget
PaletteGadget	E Gadget
PalRgb	E Palette
PeekSoundData	E Sound
PeekX	E Misc
PictureDepth	E Picture
PictureHeight	E Picture
PictureID	E Picture
PictureToBitMap	E Picture
PictureWidth	E Picture
PlaySound	E Sound
Plot	E Drawing
Point	E Drawing
PokeSoundData	E Sound
PokeX	E Misc
PopupMenuBar	E PopupMenu
PopupMenuChecked	E PopupMenu
PopupMenuCheckItem	E PopupMenu
PopupMenuCheckSubItem	E PopupMenu
PopupMenuEvent	E PopupMenu
PopupMenuInfo	E PopupMenu

PopupMenuItem	E PopupMenu
PopupMenuSubBar	E PopupMenu
PopupMenuSubInfo	E PopupMenu
PopupMenuSubItem	E PopupMenu
PopupMenuSubMenuItem	E PopupMenu
PopupMenuTitle	E PopupMenu
PressedRawKey	E Joypad
PreviousElement	E Linked List
Print	E Misc
PrintN	E Misc
PrintNumber	E Misc
PrintNumberN	E Misc
PrintText	E Drawing
Procedure	I Procedures
ProcedureReturn	I Procedures
ProgramPriority	E Misc
ReadByte	E File
ReadFile	E File
ReadLong	E File
ReadString	E File
ReadToolTypeDiskInfo	E ToolType
ReadWord	E File
Red	E Palette
RefreshGadget	E Gadget
RefreshGadgetList	E Gadget
ReleasePen	E Drawing
RemoveAppMenu	E App
RemoveAppWindow	E App
RemoveDualPlayField	E Screen
Repeat	I Repeat: Until
RequesterHeight	E Requester
RequesterPosX	E Requester
RequesterPosY	E Requester
RequesterWidth	E Requester
ResetSpriteServer	E Sprite
ResetTagList	E TagList
RestoreBackground	E Sprite
Return	I Gosub: Return
Rgb	E Palette
Right	E String
RunProgram	E Misc
SaveSound	E Sound
Screen	E Screen
ScreenBarHeight	E Screen
ScreenDepth	E Screen
ScreenFontHeight	E Screen
ScreenHeight	E Screen
ScreenID	E Screen
ScreenMouseX	E Screen
ScreenMouseY	E Screen
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ScreenRequester	E Requester
ScreenViewPort	E Screen
ScreenWidth	E Screen
ScrollerGadget	E Gadget
Select	I Select: EndSelect
SetClipboardText	E Clipboard

SetGadgetAttrs	E Gadget
SetGadgetFlags	E Gadget
SetGadgetFont	E Gadget
SetMenuColour	E Menu
SetSoundChannels	E Sound
SetSoundPeriod	E Sound
SetSoundVolume	E Sound
SetStringText	E Gadget
Shared	I Variables
ShowBackBitMap	E BitMap
ShowBitMap	E BitMap
ShowScreen	E Screen
SizeWindow	E Window
SliderGadget	E Gadget
SortDown	E Sort
SortUp	E Sort
SoundFilter	E Sound
SpriteDepth	E Sprite
SpriteHeight	E Sprite
SpriteWidth	E Sprite
StartSpriteServer	E Sprite
StartTimer	E Timer
Step	I For: Next
StopSound	E Sound
StopSpriteServer	E Sprite
StopTimer	E Timer
Str	E String
String	I Variables
StringGadget	E Gadget
StripLead	E String
StripTrail	E String
Structure	I Structures
TagListID	E TagList
TextGadget	E Gadget
TextLength	E Drawing
TextStyle	E Drawing
To	I For: Next
UCase	E String
Until	I Repeat: Until
UseBitMap	E BitMap
UseChunkyBuffer	E Chunky
UseFile	E File
UseFont	E Font
UseGadgetList	E Gadget
UsePalette	E Palette
UsePicture	E Picture
UseScreen	E Screen
UseSoundChannels	E Sound
UseSpriteBuffer	E Sprite
UseWindow	E Window
Val	E String
ViewPort	E Screen
VWait	E Misc
WaitCommodityEvent	E Commodity
WaitPopupMenuEvent	E PopupMenu
WaitSpriteServer	E Sprite
WBStartup	E WBStartup

WbToScreen	E Screen
Wend	I While: Wend
While	I While: Wend
WindowEvent	E Window
WindowHeight	E Window
WindowID	E Window
WindowInnerHeight	E Window
WindowInnerWidth	E Window
WindowMouseX	E Window
WindowMouseY	E Window
WindowRastPort	E Window
WindowWidth	E Window
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WindowY	E Window
Word	I Variables
WriteByte	E File
WriteLong	E File
WriteString	E File
WriteToolTypeDiskInfo	E ToolType
WriteWord	E File
XIncludeFile	I Includes
