PRINTER COMMAND TABLE (for Commodore Printer)

**Control Parameter Utilization Examples**

**Basic Functions**

FUNCTION FORMAT AND DESCRIPTION

- **ADD** -- Adds the value at memory location X to the current Accumulator.
- **SUB** -- Subtracts the value at memory location X from the current Accumulator.
- **MUL** -- Multiplies the value at memory location X by the current Accumulator.
- **DIV** -- Divides the value at memory location X by the current Accumulator.
- **NEG** -- Negates the current Accumulator.
- **NEG X** -- Negates the value at memory location X.
- **AND** -- Performs a logical AND operation between the current Accumulator and the value at memory location X.
- **XOR** -- Performs a logical XOR operation between the current Accumulator and the value at memory location X.
- **OR** -- Performs a logical OR operation between the current Accumulator and the value at memory location X.
- **SHL** -- Shifts the current Accumulator to the left by the value at memory location X.
- **SAR** -- Shifts the current Accumulator to the right by the value at memory location X.
- **LDB** -- Loads the value from memory location X into the current Accumulator.
- **STB** -- Stores the current Accumulator into memory location X.
- **JMP** -- Jumps to the memory location X.
- **JMPX** -- Jumps to the memory location X and adds the value in the X register.
- **JSR** -- Calls the subroutine at memory location X.
- **RTS** -- Returns from the subroutine at memory location X.
- **RTX** -- Returns from the subroutine and adds the value in the X register.
- **STK** -- Stacks the current Accumulator.
- **LDS** -- Loads the value from the stack into the current Accumulator.
- **LDT** -- Loads the value from the stack into the current Accumulator and the Y register.
- **LDTX** -- Loads the value from the stack into the current Accumulator and the X register.
- **LDSX** -- Loads the value from the stack into the current Accumulator and the Y register.
- **RTS** -- Returns from the subroutine at memory location X.
- **RTX** -- Returns from the subroutine and adds the value in the X register.
- **STK** -- Stacks the current Accumulator.
- **STX** -- Stores the value in the X register to memory location X.
- **STY** -- Stores the value in the Y register to memory location X.
- **LDX** -- Loads the value from memory location X into the X register.
- **LDY** -- Loads the value from memory location X into the Y register.
- **RTX** -- Returns from the subroutine and adds the value in the X register.
- **STK** -- Stacks the current Accumulator.
- **RTS** -- Returns from the subroutine at memory location X.
- **RTX** -- Returns from the subroutine and adds the value in the X register.
- **STK** -- Stacks the current Accumulator.
- **RTS** -- Returns from the subroutine at memory location X.
- **RTX** -- Returns from the subroutine and adds the value in the X register.
- **STK** -- Stacks the current Accumulator.
- **RTS** -- Returns from the subroutine at memory location X.
- **RTX** -- Returns from the subroutine and adds the value in the X register.
- **STK** -- Stacks the current Accumulator.
- **RTS** -- Returns from the subroutine at memory location X.
- **RTX** -- Returns from the subroutine and adds the value in the X register.
- **STK** -- Stacks the current Accumulator.
- **RTS** -- Returns from the subroutine at memory location X.
- **RTX** -- Returns from the subroutine and adds the value in the X register.
- **STK** -- Stacks the current Accumulator.
- **RTS** -- Returns from the subroutine at memory location X.
- **RTX** -- Returns from the subroutine and adds the value in the X register.
- **STK** -- Stacks the current Accumulator.
- **RTS** -- Returns from the subroutine at memory location X.
- **RTX** -- Returns from the subroutine and adds the value in the X register.
- **STK** -- Stacks the current Accumulator.
- **RTS** -- Returns from the subroutine at memory location X.
- **RTX** -- Returns from the subroutine and adds the value in the X register.
- **STK** -- Stacks the current Accumulator.
- **RTS** -- Returns from the subroutine at memory location X.
- **RTX** -- Returns from the subroutine and adds the value in the X register.
- **STK** -- Stacks the current Accumulator.
- **RTS** -- Returns from the subroutine at memory location X.
- **RTX** -- Returns from the subroutine and adds the value in the X register.
- **STK** -- Stacks the current Accumulator.
- **RTS** -- Returns from the subroutine at memory location X.
- **RTX** -- Returns from the subroutine and adds the value in the X register.
- **STK** -- Stacks the current Accumulator.
- **RTS** -- Returns from the subroutine at memory location X.
- **RTX** -- Returns from the subroutine and adds the value in the X register.
- **STK** -- Stacks the current Accumulator.
- **RTS** -- Returns from the subroutine at memory location X.
- **RTX** -- Returns from the subroutine and adds the value in the X register.
- **STK** -- Stacks the current Accumulator.
- **RTS** -- Returns from the subroutine at memory location X.
- **RTX** -- Returns from the subroutine and adds the value in the X register.
- **STK** -- Stacks the current Accumulator.
- **RTS** -- Returns from the subroutine at memory location X.
- **RTX** -- Returns from the subroutine and adds the value in the X register.
- **STK** -- Stacks the current Accumulator.
- **RTS** -- Returns from the subroutine at memory location X.
- **RTX** -- Returns from the subroutine and adds the value in the X register.
- **STK** -- Stacks the current Accumulator.
REFERENCE GUIDE NOTATIONS AND FORMATION CONVENTIONS

A detailed glossary for the various terms and phrases employed in this reference guide. The explanation, terminology, and other conventions are listed below.

1. **Syntax**: Indicates that the term is used correctly.
2. **Key Field**: Represents the field of the term.
3. **Field Name**: Indicates that the term is capitalized.
4. **Field Value**: Indicates that the term is in lowercase.
5. **Field Description**: Indicates that the term is in bold.
6. **Field Example**: Indicates that the term is italicized.

FIELD NOTATIONS AND FORMATIONS

**Program**: The complete system that performs a specific function.
**Character Set**: A set of characters that can be used to form text.
**Printing Control**: The machine or device that produces printed output.
**Variable Naming Conventions**: The rules for naming variables in a programming language.
**Display Control**: The process of displaying information on a screen.

**BASIC OPERATORS**

DISPLAY CONTROL

SCREEN EDITING permits editing to move the cursor to the upper left corner of the screen. When the cursor is in the upper left corner, the screen image may be continued to the upper left.

**BASIC OPERATING RULES**

PROGRAM: The complete system that performs a specific function.
**Character Set**: A set of characters that can be used to form text.
**Printing Control**: The machine or device that produces printed output.
**Variable Naming Conventions**: The rules for naming variables in a programming language.
**Display Control**: The process of displaying information on a screen.

**BASIC OPERATORS**

DISPLAY CONTROL

SCREEN EDITING permits editing to move the cursor to the upper left corner of the screen. When the cursor is in the upper left corner, the screen image may be continued to the upper left.

**BASIC OPERATING RULES**

PROGRAM: The complete system that performs a specific function.
**Character Set**: A set of characters that can be used to form text.
**Printing Control**: The machine or device that produces printed output.
**Variable Naming Conventions**: The rules for naming variables in a programming language.
**Display Control**: The process of displaying information on a screen.

**BASIC OPERATORS**

DISPLAY CONTROL

SCREEN EDITING permits editing to move the cursor to the upper left corner of the screen. When the cursor is in the upper left corner, the screen image may be continued to the upper left.

**BASIC OPERATING RULES**

PROGRAM: The complete system that performs a specific function.
**Character Set**: A set of characters that can be used to form text.
**Printing Control**: The machine or device that produces printed output.
**Variable Naming Conventions**: The rules for naming variables in a programming language.
**Display Control**: The process of displaying information on a screen.

**BASIC OPERATORS**

DISPLAY CONTROL

SCREEN EDITING permits editing to move the cursor to the upper left corner of the screen. When the cursor is in the upper left corner, the screen image may be continued to the upper left.

**BASIC OPERATING RULES**

PROGRAM: The complete system that performs a specific function.
**Character Set**: A set of characters that can be used to form text.
**Printing Control**: The machine or device that produces printed output.
**Variable Naming Conventions**: The rules for naming variables in a programming language.
**Display Control**: The process of displaying information on a screen.

**BASIC OPERATORS**

DISPLAY CONTROL

SCREEN EDITING permits editing to move the cursor to the upper left corner of the screen. When the cursor is in the upper left corner, the screen image may be continued to the upper left.

**BASIC OPERATING RULES**

PROGRAM: The complete system that performs a specific function.
**Character Set**: A set of characters that can be used to form text.
**Printing Control**: The machine or device that produces printed output.
**Variable Naming Conventions**: The rules for naming variables in a programming language.
**Display Control**: The process of displaying information on a screen.

**BASIC OPERATORS**

DISPLAY CONTROL

SCREEN EDITING permits editing to move the cursor to the upper left corner of the screen. When the cursor is in the upper left corner, the screen image may be continued to the upper left.

**BASIC OPERATING RULES**

PROGRAM: The complete system that performs a specific function.
**Character Set**: A set of characters that can be used to form text.
**Printing Control**: The machine or device that produces printed output.
**Variable Naming Conventions**: The rules for naming variables in a programming language.
**Display Control**: The process of displaying information on a screen.

**BASIC OPERATORS**

DISPLAY CONTROL

SCREEN EDITING permits editing to move the cursor to the upper left corner of the screen. When the cursor is in the upper left corner, the screen image may be continued to the upper left.

**BASIC OPERATING RULES**

PROGRAM: The complete system that performs a specific function.
**Character Set**: A set of characters that can be used to form text.
**Printing Control**: The machine or device that produces printed output.
**Variable Naming Conventions**: The rules for naming variables in a programming language.
**Display Control**: The process of displaying information on a screen.

**BASIC OPERATORS**

DISPLAY CONTROL

SCREEN EDITING permits editing to move the cursor to the upper left corner of the screen. When the cursor is in the upper left corner, the screen image may be continued to the upper left.

**BASIC OPERATING RULES**

PROGRAM: The complete system that performs a specific function.
**Character Set**: A set of characters that can be used to form text.
**Printing Control**: The machine or device that produces printed output.
**Variable Naming Conventions**: The rules for naming variables in a programming language.
**Display Control**: The process of displaying information on a screen.

**BASIC OPERATORS**

DISPLAY CONTROL

SCREEN EDITING permits editing to move the cursor to the upper left corner of the screen. When the cursor is in the upper left corner, the screen image may be continued to the upper left.

**BASIC OPERATING RULES**

PROGRAM: The complete system that performs a specific function.
**Character Set**: A set of characters that can be used to form text.
**Printing Control**: The machine or device that produces printed output.
**Variable Naming Conventions**: The rules for naming variables in a programming language.
**Display Control**: The process of displaying information on a screen.

**BASIC OPERATORS**

DISPLAY CONTROL

SCREEN EDITING permits editing to move the cursor to the upper left corner of the screen. When the cursor is in the upper left corner, the screen image may be continued to the upper left.

**BASIC OPERATING RULES**

PROGRAM: The complete system that performs a specific function.
**Character Set**: A set of characters that can be used to form text.
**Printing Control**: The machine or device that produces printed output.
**Variable Naming Conventions**: The rules for naming variables in a programming language.
**Display Control**: The process of displaying information on a screen.

**BASIC OPERATORS**

DISPLAY CONTROL

SCREEN EDITING permits editing to move the cursor to the upper left corner of the screen. When the cursor is in the upper left corner, the screen image may be continued to the upper left.

**BASIC OPERATING RULES**

PROGRAM: The complete system that performs a specific function.
**Character Set**: A set of characters that can be used to form text.
**Printing Control**: The machine or device that produces printed output.
**Variable Naming Conventions**: The rules for naming variables in a programming language.
**Display Control**: The process of displaying information on a screen.

**BASIC OPERATORS**

DISPLAY CONTROL

SCREEN EDITING permits editing to move the cursor to the upper left corner of the screen. When the cursor is in the upper left corner, the screen image may be continued to the upper left.

**BASIC OPERATING RULES**

PROGRAM: The complete system that performs a specific function.
**Character Set**: A set of characters that can be used to form text.
**Printing Control**: The machine or device that produces printed output.
**Variable Naming Conventions**: The rules for naming variables in a programming language.
**Display Control**: The process of displaying information on a screen.

**BASIC OPERATORS**

DISPLAY CONTROL

SCREEN EDITING permits editing to move the cursor to the upper left corner of the screen. When the cursor is in the upper left corner, the screen image may be continued to the upper left.

**BASIC OPERATING RULES**

PROGRAM: The complete system that performs a specific function.
**Character Set**: A set of characters that can be used to form text.
**Printing Control**: The machine or device that produces printed output.
**Variable Naming Conventions**: The rules for naming variables in a programming language.
**Display Control**: The process of displaying information on a screen.

**BASIC OPERATORS**

DISPLAY CONTROL

SCREEN EDITING permits editing to move the cursor to the upper left corner of the screen. When the cursor is in the upper left corner, the screen image may be continued to the upper left.

**BASIC OPERATING RULES**

PROGRAM: The complete system that performs a specific function.
**Character Set**: A set of characters that can be used to form text.
**Printing Control**: The machine or device that produces printed output.
**Variable Naming Conventions**: The rules for naming variables in a programming language.
**Display Control**: The process of displaying information on a screen.

**BASIC OPERATORS**

DISPLAY CONTROL

SCREEN EDITING permits editing to move the cursor to the upper left corner of the screen. When the cursor is in the upper left corner, the screen image may be continued to the upper left.

**BASIC OPERATING RULES**

PROGRAM: The complete system that performs a specific function.
**Character Set**: A set of characters that can be used to form text.
**Printing Control**: The machine or device that produces printed output.
**Variable Naming Conventions**: The rules for naming variables in a programming language.
**Display Control**: The process of displaying information on a screen.

**BASIC OPERATORS**

DISPLAY CONTROL

SCREEN EDITING permits editing to move the cursor to the upper left corner of the screen. When the cursor is in the upper left corner, the screen image may be continued to the upper left.

**BASIC OPERATING RULES**

PROGRAM: The complete system that performs a specific function.
**Character Set**: A set of characters that can be used to form text.
**Printing Control**: The machine or device that produces printed output.
**Variable Naming Conventions**: The rules for naming variables in a programming language.
**Display Control**: The process of displaying information on a screen.

**BASIC OPERATORS**

DISPLAY CONTROL

SCREEN EDITING permits editing to move the cursor to the upper left corner of the screen. When the cursor is in the upper left corner, the screen image may be continued to the upper left.

**BASIC OPERATING RULES**

PROGRAM: The complete system that performs a specific function.
**Character Set**: A set of characters that can be used to form text.
**Printing Control**: The machine or device that produces printed output.
**Variable Naming Conventions**: The rules for naming variables in a programming language.
**Display Control**: The process of displaying information on a screen.

**BASIC OPERATORS**

DISPLAY CONTROL

SCREEN EDITING permits editing to move the cursor to the upper left corner of the screen. When the cursor is in the upper left corner, the screen image may be continued to the upper left.

**BASIC OPERATING RULES**

PROGRAM: The complete system that performs a specific function.
**Character Set**: A set of characters that can be used to form text.
**Printing Control**: The machine or device that produces printed output.
**Variable Naming Conventions**: The rules for naming variables in a programming language.
**Display Control**: The process of displaying information on a screen.

**BASIC OPERATORS**

DISPLAY CONTROL

SCREEN EDITING permits editing to move the cursor to the upper left corner of the screen. When the cursor is in the upper left corner, the screen image may be continued to the upper left.

**BASIC OPERATING RULES**

PROGRAM: The complete system that performs a specific function.
**Character Set**: A set of characters that can be used to form text.
**Printing Control**: The machine or device that produces printed output.
**Variable Naming Conventions**: The rules for naming variables in a programming language.
**Display Control**: The process of displaying information on a screen.

**BASIC OPERATORS**