

PROMAL cheat sheet for the Commodore 64

executive (shell) commands:

COLOR Number [Bkgndnum] COLOR Colorname [Bkgndcolorname]	set foreground/background color by number set foreground/background color by name
COPY Filename COPY Source Dest COPY Filename Prefix	single-drive copy with disk prompts copy Source to Dest (may be special file) copy Filename to other drive (e.g. 1:)
CS	clear screen, home cursor
DATE	set date
DELETE Filename [...]	delete file(s)
DISKCMD [Command]	disk command (or read error channel)
DUMP Address [ToAddress]	hex dump
DYNO [ON OFF]	enable/disable inbuilt fastloader
EDIT [Filename]	invoke editor
FILES [Pattern*]	directory (.C files only)
FILL From To Data	memory fill
FKEY [Keynumber String]	show or set F-key definition(s)
GET Progname	load (but don't run) program
GO Address	execute machine language
HELP	show command summary
JOB File.J	run batch file with parameters
MACRO String [String...]	define in-memory macro
MAP	display memory map
NOREAL	unload floating-point support (2.5K)
PAUSE ["Message"]	pause in batch file
QUIT	exit PROMAL and reboot machine
RENAME Oldfile Newfile	rename file
SET Address Value [...]	set memory to bytes or string
SIZE Filename	display code and scalar/array usage
TYPE Filename	display file to screen
UNLOAD [Commandname]	unload one or all programs from memory
WS Size WS CLEAR	change size of workspace clear workspace

editing commands:

DEL	backspace (pullback if insert)
INST	toggle insert mode
ctrl-backarrow	delete with pullback
ctrl-A	toggle alpha lock
ctrl-X	clear line, cursor to start
ctrl-K	clear to end of line
ctrl-Y	end of line
ctrl-[beginning of line
ctrl-N	page down ("next")
ctrl-P	page up ("previous")
ctrl-I	indent (two spaces)
ctrl-U	outdent (two spaces)
ctrl-J	shift line right (two spaces)
ctrl-O	shift line left (two spaces)
ctrl-W	window to current column
ctrl-V	restore window
F1-F8	replace line with f-key text
ctrl-B	recall previous command
ctrl-STOP	program abort
ctrl-Z	end-of-file
STOP	pause display
CTRL	slow display

data types:

type	size	sign	ptr
byte	1	unsigned	@<
word	2	unsigned	@+
int	2	signed	@-
real	6	signed	@.

file extensions:

.C	command (compiled) file
.D	data file
.E	export file
.J	job (batch) file
.L	program listing
.R	relative file
.S	source file
.T	text file (non-source)
.X	program cross-reference

special files:

S	screen
K	keyboard
P	printer
N	null
W	workspace
L	library
T	modem

looping constructs:

if <expression> <statement> else if <expression> <statement> else <statement>
while <expression> <statement>
repeat <statement> while <expression>
for <word> = <low> to <high> <statement>
choose <expression> <value> <statement> else <statement>