

ZX SPECTRUM 16K/48K BASIC

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40-KEY QWERTY ZX REMINDER
/Less key hunt hopefully\
\[UTF-8 monospaced font]/
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SUMMARY

(Line)[Character] <Key>(Shift)<Mode>

EXAMPLE

$$[BEEP] = \left\{ \begin{array}{l} \dots \text{Beep} \quad Z^3 \quad e \\ \{ ([1+2][off]) \& ([2/1][on][Z])[off] \} \end{array} \right\}$$

TOKENS

[A]-----	[B]-----	[C]-----
°Abs Ge	...Beep Z ³ e	*CapsLock 2 ¹ k1
...Acs W ³ e	°Bin Be	...Cat 9 ² e
And Y ² k1c	■Border Bk	°Chr\$ Ue
...Asn Q ³ e	Break SP ¹ /"/ES	...Circle H ³ e
At I ² k1c	...Bright B ³ e	■Clear Xk
°Atn E ³ e		...Close# 5 ² e
...Attr L ³ e		■Cls Vk
		°Code Ie
		■Continue Ck
		■Copy Zk
		°Cos We
[D]-----	[E]-----	[F]-----
...Data De	*Edit 1 ¹ k1c	...Flash V ³ e
...DefFn 1 ² e	...Erase 7 ² e	...Fn 2 ² e
*Delete 0cg/	°Exp Xe	■For Fk
■Dim Dk "1k1cg		...Format 0 ² e
■Draw Wk		
■GoSub Hk	[I]-----	[L]-----
■GoTo Gk	■If Uk	°Len Ke
*Graphics 9 ¹ k1c	...In I ³ e	■Let Lk
	...Ink X ³ e	...Line 3 ² e
	°Inkey\$ Ne	■List Kk
	■Input Ik	°Llist Ve
	°Int Re	°Ln Ze
	...Inverse M ³ e	■Load Jk
		°Lprint Ce
[M]-----	[N]-----	[O]-----
...Merge T ³ e	■New Ak	...Open# 4 ² e
...Move 6 ² e	■Next Nk	Or U ² k1c
	Not S ² k1c	...Out 0 ³ e
		...Over N ³ e
[P]-----	[R]-----	[S]-----
...Paper C ³ e	■Randomize Tk	■Save Sk
■Pause Mk	°Read Ae	...Screen\$ K ³ e
°Peek Oe	Rem Ee	°Sgn Fe
°Pi Me	°Restore Se	°Sin Qe
■Plot Qk	■Return Yk	°Sqr He
...Point 8 ² e	°Rnd Te	Step D ² k1c
■Poke Ok	■Run Rk	Stop A ² k1c
■Print Pk		°Str\$ Ye
[T]-----	[U]-----	[V]-----
°Tab Pe	°Usr Le	°val Je
°Tan Ee		...val\$ J ³ e
Then G ² k1c		...Verify R ³ e
To F ² k1c		

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ABBR.

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klcge Modes as LCase (flashing UCase cursors)
  1 CapsShift strictly & 'on' (pressed)
  2 SymbolShift strictly & on
  3 SymbolShift or CapsShift & on
  e Extended ([1+2] or [2+1]) & 'off'
  3e Shifted extended ([e] [2 or 1]) & on
  °* Above [e]°token / Invisible [e]*control
  ... Below (shifted extended)
  ■ Direct input (straightforward token)
  ● Master key (rather cool to be reminded)
SP ES Space Escape (ES where available)
→ " / Till Ditto(first) or(previous)

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SYMBOLS

:	Z ² k c	,	N ² k c	;	O ² k c	"	P ² k c
~	A ³ e	-	J ² k c	+	K ² k c	☺	' 7 ² k c
!	1 ² k c	?	C ² k c	*	B ² k c	.	M ² k c
{	F ³ e	}	G ³ e	[Y ³ e]	U ³ e
/	V ² k c	\	D ³ e	(8 ² k c)	9 ² k c
	S ³ e	<	R ² k c	>	T ² k c	-	0 ² k c
⊙ ≤	Q ² k c	⊙ <	W ² k c	⊙ ≥	E ² k c	=	L ² k c
@	2 ² k c	#	3 ² k c	\$	4 ² k c	%	5 ² k c
☉ ↑	H ² k c	⊙ £	X ² k c	&	6 ² k c	☹ @	P ³ e

(Captions: ☺ not basic/7-bit ASCII ☹ at all)

ATTRIBUTES

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INK      [*K]  [*B]  [*R]  [*M]  [*G]  [*C]  [*Y]  [*W]
        01e  11e  21e  31e  41e  51e  61e  71e
PAPER[*K]  [*B]  [*R]  [*M]  [*G]  [*C]  [*Y]  [*W]
        0e    1e    2e    3e    4e    5e    6e    7e
-----
FLASH    0      1 (on)      0 blac_K      4 G_reen
        81e    91e          1 B_lue        5 C_yan
-----
        2 R_ed          6 Y_ellow
BRIGHT  0      1 (on)      3 M_agenta  7 M_agenta
        8e    9e
-----
INVERS.0      1 (on)
        31klc      [*Truevideo]      0 is off
        41klc      [*Inv.Video]       1 is on

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MOVES

[Left]-----[Down]-----[Up]-----[Right]-----
*◀ 5'klc *▼ 6'klc *▲ 7'klc *▶ 8'klc

GRAPHICS

MOSAICS (normal vs shifted)

	1g	2g	3g	4g	5g	6g	7g	8g
G								
³ G								
	1 ³ g	2 ³ g	3 ³ g	4 ³ g	5 ³ g	6 ³ g	7 ³ g	8 ³ g

USER-DEFINED (UDG)

G [A B C D E F G H I J K L M N O P Q R S T U]
= Ag→Ug (only, no Vg→Zg).

Listing by DPLA/