Opcode	Name	Param	Parameters	Retva	Return values	Description
1	IS_OPCODE_AVAILABLE	1	opcode	1	0: no, 1: yes	Detect whether the interpreter supports a given opcode.
100	GET_VERSION	0		3	major; minor; patch	Get the version number of the interpreter.
200	GET_OS	0		1	0: Unknown, 1: Windows, 2: OS X, 3: Unix/Linux, 4: iOS, 5: Android, 6: Browser	Get the operating system where the interpreter is running.
300	ABORT	0		0		Stops program execution immediately and exits the application process. On desktop apps, the window is closed, on browsers the tab is closed.
400	FADE_SCREEN	4	duration (milliseconds); startAlpha (0-255); endAlpha (0-255); block	0		Fade screen in/out.
500	OPEN_URL	1	url	0		Open a URL in a suitable external application. The URL can be a local file. For example, if the path to a PDF document is passed, the file will be opened in the default PDF viewer.
600	SET_FULLSCREEN	1	0: exit fullscreen, 1: enter fullscreen	1	0: couldn't enter/exit fullscreen 1: operation successful	Enter or exit fullscreen mode.
700	SET_CLIPBOARD	1	text	0		Put text in clipboard.
800	IS_MUSIC_PLAYING	0		1	0: no, 1: yes	Detect whether music is currently playing.
900	IS_SAMPLE_PLAYING	0		1	0: no, 1: yes	Detect whether a sound sample is currently playing.
1000	IS_FLUID_LAYOUT	0		1	0: no, 1: yes	Detect whether the main window is fluid, i.e. the interpreter redraws it automatically when screen dimensions change.
1100	SET_COLOR	4	color number; red; green; blue; alpha	0		Assigns RGBA values to a color code. Only color codes from 100 to 254 can be set.
1200	IS_FULLSCREEN	0		1	0: no, 1: yes, 2: unknown	Detect whether the game is running in fullscreen mode.
1300	HIDES_CURSOR	0		1	0: no 1: yes	Does this interpreter hide the cursor on pauses?
1400	TOP_JUSTIFIED	0		1	0: no 1: yes	Can this interpreter handle drawing text from the top of the main window?
1500	SCREENREADER_CAPABLE	0		1	0: no 1:yes	Does this interpreter conceivably work with screen readers?
1600	CHECK_RESOURCE	2	name of graphic/sound/music file, followed by resource file name	1	0: resource not available 1: resource available	So multimedia-capable interpreters can know whether the game is being played with its resources without trying to play them and failing