

Command	Name	Description
<b>sum(0)</b>	CloseAll	Closes all open slots. <i>Call this before you use any variable functions!</i> Opens an appvar with name "NAME". Returns the slot number or 0 if failure. "MODE" options: - "r" - Opens a file for reading. The file must exist. Keeps file in archive if in archive. - "w" - Creates an empty file for writing. Overwrites file if already exists. - "a" - Appends to a file. Writing operations, append data at the end of the file. The file is created if it does not exist.
<b>sum(1,"NAME","MODE")</b>	Open	- "r+" - Opens a file to update both reading and writing. The file must exist. Moves file from archive to RAM if in archive. - "w+" - Creates an empty file for both reading and writing. Overwrites file if already exists. - "a+" - Opens a file for reading and appending. Moves file from archive to RAM if in archive. Created if it does not exist. Opens a variable with name "NAME" and type TYPE. See <b>sum(1</b> for the "MODE" options. Returns the slot number or 0 if failure. TYPE options: - 0 - Real - 1 - Real list - 2 - Matrix - 3 - Equation
<b>sum(2,"NAME","MODE",TYPE)</b>	OpenVar	- 4 - String - 5 - Program - 6 - Protected program - 12 - Complex - 13 - Complex list - 21 - Appvar - 22 - Temp program
<b>sum(3,SLOT)</b>	Close	Frees an open slot.
<b>sum(4,"DATA",SIZE,COUNT,SLOT)</b>	Write	Writes "DATA" at the offset of the variable in slot SLOT. Exactly COUNT times SIZE bytes are written, and this function returns SIZE or 0 in an error occurred. SIZE*COUNT is added to the variable offset.
<b>sum(5,PTR,SIZE,COUNT,SLOT)</b>	Read	Reads COUNT times SIZE bytes from the variable in slot SLOT and copies everything to PTR. If everything went right, this function returns SIZE or 0 if on failure. SIZE*COUNT is added to the variable offset.
<b>sum(6,SLOT)</b>	GetChar	Gets a char from the variable in slot SLOT and increments the offset.
<b>sum(7,CHAR,SLOT)</b>	PutChar	Writes a char to the variable in slot SLOT and increments the offset.
<b>sum(8,"NAME")</b>	Delete	Deletes an appvar.
<b>sum(9,"NAME",TYPE)</b>	DeleteVar	Deletes a variable with type TYPE. See <b>sum(2</b> for the types.
<b>sum(10,OFFSET,ORIGIN,SLOT)</b>	Seek	Seeks the variable in slot SLOT to an offset. ORIGIN options: - 0 - SEEK_SET - seek from beginning of file - 1 - SEEK_CUR - seek from current offset in file - 2 - SEEK_END - seek from end of file
<b>sum(11,SIZE,SLOT)</b>	Resize	Resizes the variable in slot SLOT.
<b>sum(12,SLOT)</b>	IsArchived	Returns 0 if the variable in slot SLOT is in RAM, and 1 if in archive.
<b>sum(13,ARCHIVED,SLOT)</b>	SetArchiveStatus	Sends the variable into either the archive or RAM if needed. ARCHIVED options: - 0 - Send to RAM - 1 - Send to archive
<b>sum(14,SLOT)</b>	Tell	Returns the offset in a slot.
<b>sum(15,SLOT)</b>	Rewind	Seeks to the start of the variable in slot SLOT.
<b>sum(16,SLOT)</b>	GetSize	Gets the size of the variable in slot SLOT.
<b>sum(17,°READ_PTR,°LEN_TOK,°LEN_STR)</b>	GetTokenString	Reads the token at READ_PTR and returns a pointer to the characters. Both variables LEN_TOK and LEN_STR gets overwritten with respectively the length of the token (1- or 2-byte token) and the length of the string (the amount of characters).
<b>sum(18,SLOT)</b>	GetDataPtr	Gets a pointer to the data located at the current position of the variable in slot SLOT.
<b>sum(19,°POS,"DATA")</b>	Detect	Finds the first appvar starting at POS which starts with the data "DATA". If you want to search for all appvars, you can replace "DATA" with 0. Returns the pointer to the filename. POS is updated each call, and should be 0 to start the search. Returns 0 if no more appvars found.
<b>sum(20,°POS,"DATA",TYPE)</b>	DetectVar	Finds the first variable with type TYPE starting at POS which starts with the data "DATA". If you want to search for all variables with type TYPE, you can replace "DATA" with 0. Returns the pointer to the filename. POS is updated each call, and should be 0 to start the search. Returns 0 if no more variables found. See <b>sum(2</b> for the types.
<b>sum(29,°POS,"DATA",°TYPE)</b>	DetectAny	Finds the first variable starting at POS which starts with the data "DATA". If you want to search for all variables, you can replace "DATA" with 0. Returns the pointer to the filename. POS is updated each call, and should be 0 to start the search. TYPE is updated each call with the found filetype. Returns 0 if no more variables found. See <b>sum(2</b> for the types.
<b>sum(30,SLOT)</b>	GetVATPtr	Gets the VAT location of the variable in slot SLOT.

<code>sum(31,PTR,SLOT)</code>	GetName	Gets the variable name of the variable in slot <b>SLOT</b> and writes it to <b>PTR</b> .
<code>sum(32,"OLD","NEW")</code>	Rename	Renames the appvar "OLD" to "NEW". Returns 0 on success, 1 if the file already exists and 2 when any other error occurs. <b><i>It is potentially hazardous to rename an open file. Be sure to close the open file before renaming!</i></b>
<code>sum(33,"OLD","NEW",TYPE,)</code>	RenameVar	Renames the variable with type <b>TYPE</b> and name "OLD" to "NEW". Returns 0 on success, 1 if the file already exists and 2 when any other error occurs. <b><i>It is potentially hazardous to rename an open file. Be sure to close the open file before renaming!</i></b>