

Quil 2.3.0

Color	
Creating & Reading	alpha blend-color blue brightness color color-mode current-fill current-stroke green hue lerp-color red saturation
Setting	background background-float background-image background-int fill fill-float fill-int no-fill no-stroke stroke stroke-float stroke-int
Utility Macros	with-fill with-stroke
Data	
Conversion	binary hex unbinary unhex
Debugging	
	debug
Environment	
	current-frame-rate current-graphics cursor cursor-image defsketch focused frame-count frame-rate height no-cursor screen-height screen-width sketch target-frame-rate width
Image	
Loading & Displaying	create-image resize image image-mode load-image mask-image no-tint request-image tint tint-float tint-int
Pixels	blend copy display-filter filter-shader get-pixel image-filter pixels set-image set-pixel update-pixels
Rendering	blend-mode create-graphics
Input	
Keyboard	key-as-keyword key-code key-coded? key-pressed? raw-key
Mouse	mouse-button mouse-pressed? mouse-x mouse-y pmouse-x pmouse-y
Time & Date	day hour millis minute month seconds year
Lights, Camera	
Camera	begin-camera camera end-camera frustum ortho perspective print-camera print-projection
Coordinates	model-x model-y model-z screen-x screen-y screen-z
Lights	ambient-light directional-light light-falloff light-specular lights no-lights normal point-light spot-light
Material Properties	ambient ambient-float ambient-int emissive emissive-float emissive-int shininess specular
Math	
Calculation	abs abs-float abs-int ceil constrain constrain-float constrain-int dist exp floor lerp log mag map-range norm pow round sq sqrt
Random	noise noise-detail noise-seed random random-gaussian random-seed
Trigonometry	acos asin atan atan2 cos degrees radians sin tan
Output	
Files	begin-row end-row
Image	save save-frame
Rendering	
	hint with-graphics
Shaders	load-shader reset-shader shader

Shape	
2D Primitives	arc ellipse line point quad rect triangle
3D Primitives	box sphere sphere-detail
Attributes	ellipse-mode no-smooth rect-mode smooth stroke-cap stroke-join stroke-weight
Curves	bezier bezier-detail bezier-point bezier-tangent curve curve-detail curve-point curve-tangent curve-tightness
Loading & Displaying	load-shape shape shape-mode
Vertex	begin-contour begin-shape bezier-vertex curve-vertex end-contour end-shape quadratic-vertex texture texture-mode texture-wrap vertex
State	
	set-state! state state-atom
Structure	
	delay-frame exit no-loop pop-style push-style redraw start-loop
Transform	
	apply-matrix pop-matrix print-matrix push-matrix reset-matrix rotate rotate-x rotate-y rotate-z scale shear-x shear-y translate
Utility Macros	with-rotation with-translation
Typography	
Attributes	text-align text-leading text-mode text-size text-width
Loading & Displaying	available-fonts create-font font-available? load-font text text-char text-font text-num
Metrics	text-ascent text-descent
Applet	
Creation	applet defapplet
Control	applet-stop applet-start applet-exit applet-close
Config Keywords	:title :size
Draw Callback Keywords	:setup :draw
Mouse Callback Keywords	:mouse-pressed :mouse-released :mouse-moved :mouse-dragged :mouse-entered :mouse-exited :mouse-clicked
Keyboard Callback Keywords	:key-pressed :key-released :key-typed
Window Callback Keywords	:focus-gained :focus-lost
Reflection	
API Exploration	doc-cats doc-fns doc-meths
Version	processing-version