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

	`create-image resize`
Loading & Displaying	`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-raw end-raw`
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`

Sketch options

Config Keywords	`:title :size :renderer :output-file :features :bgcolor :display :host :middleware`
Draw Callback Keywords	`:setup :draw :on-close :settings`
Mouse Callback Keywords	`:mouse-pressed :mouse-released :mouse-moved :mouse-dragged :mouse-entered :mouse-exited :mouse-clicked :mouse-wheel`
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`