

Processing-core Cheat Sheet 1.0.0

Color	
Creating & Reading	alpha blend-color blue brightness color color-mode green hue lerp-color red saturation
Loading & Displaying	no-tint
Pixels	blend
Setting	background background-float background-image background-int fill fill-float fill-int no-fill no-stroke stroke stroke-float stroke-int

Data	
Conversion	binary hex unbinary unhex

Environment	
	current-frame-rate cursor cursor-image focused frame-count frame-rate height no-cursor screen-height screen-width width

Image	
	create-image
Loading & Displaying	image image-mode load-image mask-image request-image tint tint-float tint-int
Pixels	copy display-filter get-pixel load-pixels pixels set-image set-pixel update-pixels

Input	
Files	create-input create-input-raw load-bytes load-strings
Keyboard	key-code key-pressed? raw-key
Mouse	mouse-button mouse-state 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 lerp log mag map-range norm pow round sq sqrt
Random	noise noise-detail noise-seed random random-seed
Trigonometry	acos asin atan atan2 cos degrees radians sin tan

Output	
Files	begin-raw begin-record create-output end-raw end-record
Image	save save-frame

Rendering	
	create-graphics hint

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-shape bezier-vertex curve-vertex end-shape texture texture-mode vertex

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