```
a list of built-in objects in ofelia.                                    declare -lib ofelia

-------------------------- WINDOW --------------------------

ofelia                        - initialize the ofelia external library
ofWindow                      - handle the output window
ofGetWidth                    - get the width of the current window
ofGetHeight                   - get the height of the current window
ofGetDimen                    - get the dimensions of the current window
ofGetWindowScale              - get the scale of the current window
ofGetFrameNum                 - get the number of frames rendered
ofGetFrameRate                - get the actual frame rate of the current window
ofGetTargetFrameRate          - get the target frame rate of the current window
ofGetElapsedTime              - get the elapsed time in seconds
ofGetElapsedTimeMillis        - get the elapsed time in milliseconds
ofGetLastFrameTime            - get the last frame time in seconds
ofGetLastFrameTimeMillis      - get the last frame time in milliseconds
ofGetOrienLock                - get the orientation lock state of the current window
ofGetOrien                    - get the orientation of the current window
ofGetFullscreen               - get the fullscreen state of the current window
ofGetFocus                    - get the focus state of the current window
ofGetWindowPosX               - get the x position of the current window
ofGetWindowPosY               - get the y position of the current window
ofGetWindowPos                - get the position of the current window
ofGetScreenWidth              - get the width of the current device's screen
ofGetScreenHeight             - get the height of the current device's screen
ofGetScreenDimen              - get the dimensions of the current device's screen
ofGetRetina                   - get the retina scale of the current device's screen
ofGetBgColorR                 - get the r value of the background color
ofGetBgColorG                 - get the g value of the background color
ofGetBgColorB                 - get the b value of the background color
ofGetBgColor                  - get the background color of the current window
ofGetWindow                   - check if a window exists
ofGetFirstRenderOrder         - get the first rendering order
ofGetLastRenderOrder          - get the last rendering order
ofTouchListener               - listen to the touch events
ofMouseListener               - listen to the mouse events
ofScrollListener              - listen to the mouse scroll events
ofKeyListener                 - listen to the key events
ofAccelListener               - listen to the accelerometer events
ofWindowScaleListener         - listen to the updated scale of the current window
ofOrienListener               - listen to the updated orientation of the current window
ofFullscreenListener          - listen to the fullscreen mode of the current window
ofFocusListener               - listen to the focus state of the current window
ofWindowPosListener           - listen to the updated position of the current window
ofWindowListener              - listen to the creation/destruction of the current window
ofWindowLoadBang              - listen to the creation of the current window
ofWindowCloseBang             - listen to the destruction of the current window
ofBackListener                - listen to the back button press on android devices

-------------------------- GRAPHICS --------------------------

ofHead                        - the start of a rendering chain
ofTranslate                   - move along the coordinate system
ofRotateX                     - rotate around the x-axis of the coordinate system
ofRotateY                     - rotate around the y-axis of the coordinate system
ofRotateZ                     - rotate around the z-axis of the coordinate system
ofRotateXYZ                   - rotate around the xyz-axis of the coordinate system
ofRotate                      - produce a rotation of angle around the vector
ofScale                       - scale along the coordinate system
ofPushMatrix                  - push the current matrix
ofPopMatrix                   - pop the current matrix
ofGetTranslate                - get the current translate information
ofGetRotate                   - get the current rotate information
ofGetScale                    - get the current scale information
ofSetColor                    - set the draw color
ofSetBgColor                  - set the background color
ofSetRectMode                 - set the align mode for drawing rectangular objects
ofSetTextMode                 - set the align mode for drawing texts
ofSetFillMode                 - set the fill mode for drawing shaped objects
ofSetPolyMode                 - set the poly winding mode for drawing
ofSetBlendMode                - set the blend mode for drawing
ofSetLineWidth                - set the width of the lined objects
ofSetLineSmoothing            - enable/disable the smoothing for lines
ofSetCircleRes                - set the resolution for circular objects
ofSetCurveRes                 - set the resolution for curved objects
ofPushStyle                   - push the current style
ofPopStyle                    - pop the current style
ofSepMatrix                   - separate render chains in matrix
ofSepStyle                    - separate render chains in style
ofSeparator                   - separate render chains in matrix and style
ofViewport                    - setup the drawing viewport
ofSetDepthTest                - enable/disable the depth test
ofSetArbTex                   - enable/disable the use of ARB textures
ofSetAntiAliasing             - enable/disable the anti-aliasing for lines
ofSetBgAuto                   - enable/disable the auto background clearing function
ofClear                       - clear the color and depth bits of current renderer
ofClearColor                  - clear the color bits of current renderer
ofClearDepth                  - clear the depth bits of current renderer
ofClearAlpha                  - clear the alpha channel of current renderer
ofBeginShape                  - start drawing a new shape
ofEndShape                    - finish drawing the shape and draw it to the screen
ofNextContour                 - draw multiple contours within one shape
ofVertex2d                    - specify a single 2d point of a shape
ofVertex3d                    - specify a single 3d point of a shape
ofCurveVertex2d               - specify a single 2d point of a shape
ofCurveVertex3d               - specify a single 3d point of a shape
ofBezierVertex2d              - describe a bezier curve through three points of a shape
ofBezierVertex3d              - describe a bezier curve through three points of a shape
ofCircle                      - draw a circle
ofEllipse                     - draw an ellipse
ofArc                         - draw an arc
ofSector                      - draw a sector
ofLine2d                      - draw a 2d line
ofLine3d                      - draw a 3d line
ofCurve2d                     - draw a 2d curve
ofCurve3d                     - draw a 3d curve
ofBezier2d                    - draw a 2d bezier curve
ofBezier3d                    - draw a 3d bezier curve
ofQuadBezier2d                - draw a 2d quadratic bezier curve
ofQuadBezier3d                - draw a 3d quadratic bezier curve
ofTriangle2d                  - draw a 2d triangle
ofTriangle3d                  - draw a 3d triangle
ofEqTriangle                  - draw an equilateral triangle
ofIsoTriangle                 - draw an isosceles triangle
ofQuad2d                      - draw a 2d quadrilateral
ofQuad3d                      - draw a 3d quadrilateral
ofSquare                      - draw a square
ofRectangle                   - draw a rectangle
ofRectRounded                 - draw a rounded rectangle with a given corner radius
ofRectRounded4                - draw a rounded rectangle with a given 4 corner radiuses
ofCross                       - draw a cross
ofHeart                       - draw a heart
ofMoon                        - draw a moon
ofRegPolygon                  - draw a regular polygon
ofStar                        - draw a star
ofAxis                        - draw axes
ofBox                         - draw a box
ofCone                        - draw a cone
ofCylinder                    - draw a cylinder
ofIcosphere                   - draw an icosphere
ofPlane                       - draw a plane
ofSphere                      - draw a sphere
ofArrow                       - draw an arrow
ofGrid                        - draw grid planes
ofGridPlane                   - draw a yz grid plane
ofRotationAxes                - draw a set of 3-axis aligned circular bands
ofLoadPolyline2d              - store an array of polyline2d commands
ofLoadPolyline3d              - store an array of polyline3d commands
ofDrawPolyline2d              - draw the stored polyline2d
ofDrawPolyline3d              - draw the stored polyline3d
ofDoesPolyline2dNameExist     - check the existence of a polyline2d variable name
ofDoesPolyline3dNameExist     - check the existence of a polyline3d variable name
ofEditPolyline2dPoint         - edit the stored polyline2d point
ofEditPolyline3dPoint         - edit the stored polyline3d point
ofGetPolyline2dPoint          - get a polyline2d point at the given index
ofGetPolyline3dPoint          - get a polyline3d point at the given index
ofGetPolyline2dPoints         - get all polyline2d points as a list
ofGetPolyline3dPoints         - get all polyline3d points as a list
ofIsPointInsidePolyline2d     - check if a 2d point is within a closed polyline2d
ofIsPointInsidePolyline3d     - check if a 2d point is within a closed polyline3d
ofGetPolyline2dCommand        - get a polyline2d command at the given index
ofGetPolyline3dCommand        - get a polyline3d command at the given index
ofGetPolyline2dCommands       - get all polyline2d commands as a list
ofGetPolyline3dCommands       - get all polyline3d commands as a list
ofGetPolyline2dBoundingBox    - get the dimensions of the polyline2d bounding box
ofGetPolyline3dBoundingBox    - get the dimensions of the polyline3d bounding box
ofGetPolyline2dCentroid       - get the center position of the polyline2d area
ofGetPolyline3dCentroid       - get the center position of the polyline3d area
ofGetPolyline2dArea           - get the precise area of the polyline2d
ofGetPolyline3dArea           - get the precise area of the polyline3d
ofGetPolyline2dPerimeter      - get the size of the perimeter of the polyline2d
ofGetPolyline3dPerimeter      - get the size of the perimeter of the polyline3d
ofLoadPath2d                  - store an array of path2d commands
ofLoadPath3d                  - store an array of path3d commands
ofDrawPath2d                  - draw the stored path2d
ofDrawPath3d                  - draw the stored path3d
ofDoesPath2dNameExist         - check the existence of a path2d variable name
ofDoesPath3dNameExist         - check the existence of a path3d variable name
ofGetPath2dPoint              - get a path2d point at the given index
ofGetPath3dPoint              - get a path3d point at the given index
ofGetPath2dPoints             - get all path2d points as a list
ofGetPath3dPoints             - get all path3d points as a list
ofIsPointInsidePath2d         - check if a 2d point is within a closed path2d
ofIsPointInsidePath3d         - check if a 2d point is within a closed path3d
ofGetPath2dCommand            - get a path2d command at the given index
ofGetPath3dCommand            - get a path3d command at the given index
ofGetPath2dCommands           - get all path2d commands as a list
ofGetPath3dCommands           - get all path3d commands as a list
ofGetPath2dTessellation       - get the tessellation data to convert path2d to mesh2d
ofGetPath3dTessellation       - get the tessellation data to convert path3d to mesh3d
ofGetPath2dBoundingBox        - get the dimensions of the path2d bounding box
ofGetPath3dBoundingBox        - get the dimensions of the path3d bounding box
ofGetPath2dCentroid           - get the center position of the path2d area
ofGetPath3dCentroid           - get the center position of the path3d area
ofGetPath2dArea               - get the precise area of the path2d
ofGetPath3dArea               - get the precise area of the path3d
ofGetPath2dPerimeter          - get the size of the perimeter of the path2d
ofGetPath3dPerimeter          - get the size of the perimeter of the path3d
ofCreateFbo                   - create framebuffer object
ofBindFboTex                  - bind the stored fbo's texture
ofDrawFbo                     - draw the stored fbo
ofDoesFboNameExist            - check the existence of a fbo variable name
ofIsFboAllocated              - check if the fbo is allocated or not
ofGetFboDimen                 - get the dimensions of the fbo
ofGetFboType                  - get the type of the fbo
ofGetFboMaxSamples            - get the maximum number of MSAA samples
ofCreateImage                 - create an image
ofLoadImage                   - store an array of images
ofEditImage                   - edit the stored image
ofSaveImage                   - save image to disk
ofBindImageTex                - bind the stored image's texture
ofDrawImage                   - draw the stored image
ofDrawSubImage                - draw a subsection of the image
ofDoesImageNameExist          - check the existence of an image variable name
ofGetImagePath                - get the absolute path of the image
ofIsImageAllocated            - check if the image is allocated or not
ofGetImageDimen               - get the dimensions of the image
ofGetImageType                - get the type of the image
ofGetImageColorAt             - get the color of a pixel at the specified x, y index
ofGetImageTexCoord            - get the texture coordinate of the image from 2d vertex
ofGetImageTexCoords           - get the texture coordinates of the image from 2d vertices
ofLoadShader                  - store an array of shaders
ofApplyShader                 - apply the shader
ofDoesShaderNameExist         - check the existence of a shader variable name
ofGetShaderPath               - get the absolute path of the shader
ofIsShaderLoaded              - check if the shader is loaded or not
ofSetShaderUniform1i          - set int uniform on the shader
ofSetShaderUniform2i          - set a ivec2 uniform on the shader
ofSetShaderUniform3i          - set a ivec3 uniform on the shader
ofSetShaderUniform4i          - set a ivec4 uniform on the shader
ofSetShaderUniform1f          - set a float uniform on the shader
ofSetShaderUniform2f          - set a vec2 uniform on the shader
ofSetShaderUniform3f          - set a vec3 uniform on the shader
ofSetShaderUniform4f          - set a vec4 uniform on the shader
ofSetShaderUniform1iv         - set an array of int uniform on the shader
ofSetShaderUniform2iv         - set an array of ivec2 uniform on the shader
ofSetShaderUniform3iv         - set an array of ivec3 uniform on the shader
ofSetShaderUniform4iv         - set an array of ivec4 uniform on the shader
ofSetShaderUniform1fv         - set an array of float uniform on the shader
ofSetShaderUniform2fv         - set an array of vec2 uniform on the shader
ofSetShaderUniform3fv         - set an array of vec3 uniform on the shader
ofSetShaderUniform4fv         - set an array of vec4 uniform on the shader
ofSetShaderUniformTex         - set a texture reference on the shader
ofSetShaderAttribute1f        - set 1 float attribute on the shader
ofSetShaderAttribute2f        - set 2 float attributes on the shader
ofSetShaderAttribute3f        - set 3 float attributes on the shader
ofSetShaderAttribute4f        - set 4 float attributes on the shader
ofSetShaderAttribute1fv       - set an array of 1 float attribute on the shader
ofSetShaderAttribute2fv       - set an array of 2 float attributes on the shader
ofSetShaderAttribute3fv       - set an array of 3 float attributes on the shader
ofSetShaderAttribute4fv       - set an array of 4 float attributes on the shader
ofLoadFont                    - store an array of fonts
ofEditFont                    - edit the stored font
ofBindFontTex                 - bind the stored font's texture
ofDrawText                    - draw a text using the stored font
ofDrawTextAsShapes            - draw a text as shapes using the stored font
ofDoesFontNameExist           - check the existence of a font variable name
ofGetFontPath                 - get the absolute path of the font
ofGetFontSize                 - get the size of the font
ofIsFontLoaded                - check if the font is loaded or not
ofGetTextBoundingBox          - get the dimensions of the text bounding box
ofGetFontLetterSpacing        - get the letter spacing of the font
ofGetFontLineHeight           - get the line height of the font
ofGetFontSpaceSize            - get the space size of the font
ofGetTextMesh2dCommands       - get the mesh2d data based on the font and text
ofGetTextMesh3dCommands       - get the mesh3d data based on the font and text
ofLoadMesh2d                  - store a set of arrays for a 2d mesh
ofLoadMesh3d                  - store a set of arrays for a 3d mesh
ofDrawMesh2d                  - draw the stored mesh2d
ofDrawMesh3d                  - draw the stored mesh3d
ofDoesMesh2dNameExist         - check the existence of a mesh2d variable name
ofDoesMesh3dNameExist         - check the existence of a mesh3d variable name
ofEditMesh2dVertex            - edit the stored mesh2d vertex
ofEditMesh3dVertex            - edit the stored mesh3d vertex
ofEditMesh2dIndex             - edit the stored mesh2d index
ofEditMesh3dIndex             - edit the stored mesh3d index
ofEditMesh2dNormal            - edit the stored mesh2d normal
ofEditMesh3dNormal            - edit the stored mesh3d normal
ofEditMesh2dTexCoord          - edit the stored mesh2d texture coordinate
ofEditMesh3dTexCoord          - edit the stored mesh3d texture coordinate
ofEditMesh2dColor             - edit the stored mesh2d color
ofEditMesh3dColor             - edit the stored mesh3d color
ofGetMesh2dVertex             - get the mesh2d vertex at the given index
ofGetMesh3dVertex             - get the mesh3d vertex at the given index
ofGetMesh2dIndex              - get mesh2d index at the given index
ofGetMesh3dIndex              - get mesh3d index at the given index
ofGetMesh2dNormal             - get mesh2d normal at the given index
ofGetMesh3dNormal             - get mesh3d normal at the given index
ofGetMesh2dTexCoord           - get mesh2d texture coordinate at the given index
ofGetMesh3dTexCoord           - get mesh3d texture coordinate at the given index
ofGetMesh2dColor              - get mesh2d color at the given index
ofGetMesh3dColor              - get mesh3d color at the given index
ofGetMesh2dVertices           - get all mesh2d vertices as a list
ofGetMesh3dVertices           - get all mesh3d vertices as a list
ofGetMesh2dIndices            - get all mesh2d indices as a list
ofGetMesh3dIndices            - get all mesh3d indices as a list
ofGetMesh2dNormals            - get all mesh2d normals as a list
ofGetMesh3dNormals            - get all mesh3d normals as a list
ofGetMesh2dTexCoords          - get all mesh2d texture coordinates as a list
ofGetMesh3dTexCoords          - get all mesh3d texture coordinates as a list
ofGetMesh2dColors             - get all mesh2d colors as a list
ofGetMesh3dColors             - get all mesh3d colors as a list
ofGetMesh2dCommands           - get all mesh2d commands as a list
ofGetMesh3dCommands           - get all mesh3d commands as a list
ofGetMesh2dBoundingBox        - get the dimensions of the mesh2d bounding box
ofGetMesh3dBoundingBox        - get the dimensions of the mesh3d bounding box
ofGetMesh2dCentroid           - get the centroid of all the vetices in the mesh2d
ofGetMesh3dCentroid           - get the centroid of all the vetices in the mesh3d
ofEasyCam                     - a simple camera for interacting with objects in 3d space
ofCamera                      - a basic camera for interacting with objects in 3d space
ofPointLight                  - a light that spreads outward evenly in all directions
ofSpotlight                   - a light that spreads outward in a cone
ofDirectionalLight            - a light that comes evenly from a given direction
ofMaterial                    - set the material of the object

-------------------------- TYPES --------------------------

ofLoadFloat                   - store an array of floats
ofEditFloat                   - edit the stored float
ofDoesFloatNameExist          - check the existence of a float variable name
ofGetFloat                    - get a float element at the given index
ofGetFloats                   - get all float elements as a list
ofGetFloatAverage             - get the average value of float elements
ofLoadVec2f                   - store an array of two dimensional vectors
ofEditVec2f                   - edit the stored vec2f
ofDoesVec2fNameExist          - check the existence of a vec2f variable name
ofGetVec2f                    - get a vec2f element at the given index
ofGetVec2fs                   - get all vec2f elements as a list
ofGetVec2fAverage             - get the average value of vec2f elements
ofGetVec2fAngle               - get the angle in degrees between two vec2fs
ofGetVec2fAngleRad            - get the angle in radians between two vec2fs
ofGetVec2fDist                - get the distance between two vec2fs
ofGetVec2fDistSquared         - get the squared distance between two vec2fs
ofGetVec2fDot                 - get the dot product of two vec2fs
ofGetVec2fLength              - get the length of the vec2f element
ofGetVec2fLengthSquared       - get the squared length of the vec2f element
ofLoadVec3f                   - store an array of three dimensional vectors
ofEditVec3f                   - edit the stored vec3f
ofDoesVec3fNameExist          - check the existence of a vec3f variable name
ofGetVec3f                    - get a vec3f element at the given index
ofGetVec3fs                   - get all vec3f elements as a list
ofGetVec3fAverage             - get the average value of vec3f elements
ofGetVec3fAngle               - get the angle in degrees between two vec3fs
ofGetVec3fAngleRad            - get the angle in radians between two vec3fs
ofGetVec3fDist                - get the distance between two vec3fs
ofGetVec3fDistSquared         - get the squared distance between two vec3fs
ofGetVec3fDot                 - get the dot product of two vec3fs
ofGetVec3fLength              - get the length of the vec3f element
ofGetVec3fLengthSquared       - get the squared length of the vec3f element
ofLoadVec4f                   - store an array of four dimensional vectors
ofEditVec4f                   - edit the stored vec4f
ofDoesVec4fNameExist          - check the existence of a vec4f variable name
ofGetVec4f                    - get a vec4f element at the given index
ofGetVec4fs                   - get all vec4f elements as a list
ofGetVec4fAverage             - get the average value of vec4f elements
ofGetVec4fDist                - get the distance between two vec4fs
ofGetVec4fDistSquared         - get the squared distance between two vec4fs
ofGetVec4fDot                 - get the dot product of two vec4fs
ofGetVec4fLength              - get the length of the vec4f element
ofGetVec4fLengthSquared       - get the squared length of the vec4f element
ofLoadColor                   - store an array of colors
ofEditColor                   - edit the stored color
ofDoesColorNameExist          - check the existence of a color variable name
ofGetColor                    - get a color element at the given index
ofGetColors                   - get all color elements as a list
ofLoadSymbol                  - store an array of symbols
ofEditSymbol                  - edit the stored symbol
ofDoesSymbolNameExist         - check the existence of a symbol variable name
ofGetSymbol                   - get a symbol element at the given index
ofGetSymbols                  - get all symbol elements as a list

-------------------------- MATH --------------------------

ofAngleDifferenceDegrees      - calculate the difference between two angles in degrees
ofAngleDifferenceRadians      - calculate the difference between two angles in radians
ofDegToRad                    - convert degrees to radians
ofRadToDeg                    - convert radians to degrees
ofDist2d                      - calculate the 2d distance between two points
ofDist3d                      - calculate the 3d distance between two points
ofDistSquared2d               - calculate the squared 2d distance between two points
ofDistSquared3d               - calculate the squared 3d distance between two points
ofInRange                     - determine if a number is inside of a given range
ofClamp                       - clamp a value between min and max
ofNormalize                   - map the input value to be within 0 and 1
ofLerp                        - linearly interpolate a value within a range
ofLerpDegrees                 - linearly interpolate a value between two angles in degrees
ofLerpRadians                 - linearly interpolate a value between two angles in radians
ofRandom                      - get a random number within a given range
ofRandomf                     - get a random floating point number between -1 and 1
ofRandomuf                    - get a random floating point number between 0 and 1
ofSeedRandom                  - seed the random number generator with a unique value
ofWrap                        - wrap a value if it overflows a given range
ofWrapDegrees                 - wrap a value within the angle in degrees
ofWrapRadians                 - wrap a value within the angle in radians
ofMap                         - map the value to a new value
ofNextPow2                    - calculate the next larger power of 2
ofNoise                       - calculate a simplex noise value between 0 and 1
ofSignedNoise                 - calculate a simplex noise value between -1 and 1
ofSign                        - get the sign of a value

-------------------------- UTILS --------------------------

ofAppend                      - append a symbol to an incoming message
ofPrepend                     - prepend a symbol to an incoming message
ofPack                        - combine several atoms into one message
ofListFind                    - get indices of sublists found in a list
ofFindList                    - get indices of sublists found in a list
ofListInsert                  - insert a list into a list
ofInsertList                  - insert a list into a list
ofListFill                    - fill a list with element
ofFillList                    - fill a list with element
ofListReplace                 - replace sublists in a list
ofReplaceList                 - replace sublists in a list
ofListRemove                  - remove sublists in a list
ofRemoveList                  - remove sublists in a list
ofListErase                   - remove a range of elements from a list
ofEraseList                   - remove a range of elements from a list
ofListSort                    - sort a list in ascending or descending order
ofListUnique                  - remove duplicates from a list
ofListReverse                 - reverse the order of a list
ofListShuffle                 - randomly change the order of a list
ofListToSymbol                - convert a list into a symbol
ofSymbolToList                - convert a symbol into a list
ofHexToHsb                    - convert hex color values to hsb color values
ofHexToRgb                    - convert hex color values to rgb color values
ofHsbToHex                    - convert hsb color values to hex color values
ofHsbToRgb                    - convert hsb color values to rgb color values
ofRgbToHex                    - convert rgb color values to hex color values
ofRgbToHsb                    - convert rgb color values to hsb color values
ofValue                       - nonlocal shared value
ofSend                        - send messages without patch cords
ofReceive                     - receive messages without patch cords
ofExpr                        - expression evaluation object
ofDefine                      - expression evaluation object
ofPatch                       - open/close pd patches
ofGetDollarZero               - get the $0 value of the patch
ofGetCanvasName               - get the unique name of the canvas
ofGetCanvasArgs               - get the arguments of the canvas
ofSetCanvasArgs               - set the arguments of the canvas
ofRemoveCanvas                - remove the canvas
ofError                       - print an error to the pd console
ofFile                        - create/remove/rename/copy/move files
ofSaveURL                     - save a file from a url
ofDoesFileExist               - check the existence of a file
ofGetDirectoryFileNames       - get the list of file names in a directory
ofGetDirectoryFilePaths       - get the list of file paths in a directory
ofDirectory                   - create/remove/rename/copy/move directories
ofGetPatchDirectory           - get the directory of the patch
ofGetHomeDirectory            - get the user home directory on desktop platforms
ofGetDocumentsDirectory       - get the documents directory on ios devices
ofGetLibraryDirectory         - get the library directory on ios devices
ofGetTemporaryDirectory       - get the temporary directory on ios devices
ofDoesDirectoryExist          - check the existence of a directory
ofGetAudioDevices             - get a list of all available input/output audio devices
ofSetAudioDevices             - set input/output audio device, sample rate and block size
ofGetMidiDevices              - get a list of all available input/output midi devices
ofSetMidiDevices              - set input/output midi device
ofCount                       - count over a range
ofCountUntil                  - count over a range at once
ofStep                        - increase or decrease a value in steps
ofAnimate                     - smoothly change a value over time
ofSwitch                      - pass messages from a specific inlet
ofGate                        - route a message to an outlet
ofGetMinFloat                 - get the lowest possible float
ofGetMaxFloat                 - get the highest possible float
ofGetPlatform                 - get the OS platform being used
ofGetDate                     - get the day/month/year
ofGetTime                     - get the time in seconds/minutes/hours

-------------------------- AUDIO --------------------------

ofSine~                       - sine wave oscillator
ofTriangle~                   - triangle wave oscillator
ofSaw~                        - sawtooth wave oscillator
ofSquare~                     - square wave oscillator
ofPulse~                      - pulse wave oscillator
ofBlTriangle~                 - bandlimited triangle wave oscillator
ofBlSaw~                      - bandlimited sawtooth wave oscillator
ofBlSquare~                   - bandlimited square wave oscillator
ofBlPulse~                    - bandlimited pulse wave oscillator
ofLowPass~                    - low-pass filter with resonance control
ofHighPass~                   - high-pass filter with resonance control
ofBandPass~                   - band-pass filter with Q control
ofNotch~                      - notch filter with bandwidth control
ofPeaking~                    - peaking filter with Q and gain control
ofLowShelf~                   - low shelf filter with shelf slope and gain control
ofHighShelf~                  - high shelf filter with shelf slope and gain control
ofAllPass~                    - all-pass filter with bandwidth control
```