```
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
ofKeyCodeListener           - listen to the key events independent of modifiers
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 updated fullscreen mode of the current window
ofFocusListener             - listen to the updated 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
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
ofGetFboTexID               - get the texture ID of the fbo
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
ofGetImageTexID             - get the texture ID of the image
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 a 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 the mesh2d index at the given index
ofGetMesh3dIndex            - get the mesh3d index at the given index
ofGetMesh2dNormal           - get the mesh2d normal at the given index
ofGetMesh3dNormal           - get the mesh3d normal at the given index
ofGetMesh2dTexCoord         - get the mesh2d texture coordinate at the given index
ofGetMesh3dTexCoord         - get the mesh3d texture coordinate at the given index
ofGetMesh2dColor            - get the mesh2d color at the given index
ofGetMesh3dColor            - get the 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 vertices in the mesh2d
ofGetMesh3dCentroid         - get the centroid of all the vertices 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
ofLoadRect                  - store an array of rectangles
ofEditRect                  - edit the stored rectangle
ofDoesRectNameExist         - check the existence of a rectangle variable name
ofGetRect                   - get a rectangle element at the given index
ofGetRects                  - get all rectangle elements as a list
ofIsPointInsideRect         - check if a point is inside the rectangle
ofIsLineInsideRect          - check if a line is inside the rectangle
ofIsRectInsideRect          - check if a rectangle is inside the rectangle
ofDoesLineIntersectRect     - check if a line intersects with the rectangle
ofDoesRectIntersectRect     - check if a rectangle intersects with the rectangle
ofGetRectCenter             - get the center position of the rectangle
ofGetRectArea               - get the area of the rectangle
ofGetRectPerimeter          - get the perimeter of the rectangle
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
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