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 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 mode for drawing shaped objects
ofSetFillMode - set the fill 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 from 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 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
ofGetCanvasIndex - get the index 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