

PICO-8 SPICKZETTEL

Kommandozeile

```
HELP  
SAVE GAME.P8  
LOAD GAME.P8  
RUN  
SPLORE
```

Variablen & Typen

```
A=NIL  
X=23  
S="TEXT"  
T={ NAME:"MORITZ",  
LOC:"DORTAUND"}
```

Operatoren

```
+ - * / ^ %  
< > <= >= ~= ==  
ALIST "A".. "B"  
AND OR NOT
```

Funktionen

```
FUNCTION ADD(A,B)  
RETURN A+B  
END
```

If-Anweisungen

```
IF (X < 33) THEN  
PRINT("HALLO")  
ELSE  
PRINT("HEY")  
END
```

Schleifen

```
--RAUF  
FOR I = 1,10 DO  
PRINT(I)  
END
```

```
--RUNTER  
FOR A=10,0,-2 DO  
PRINT(A)  
END
```

```
--ARRAY  
FOR S IN ALL(SHIPS) DO  
PRINT(S.NAME)  
END
```

```
--TABELLE  
FOR K,V IN PAIRS(M) DO  
PRINT("K:"..K..",V:"..V)  
END
```

Tabellen

```
T={A="X",B=1}  
ADD(T, V)  
DEL(T, V)  
T={1,2,3,4}  
PRINT(T[1]) --1-BASIERT!!
```

Sonderfunktionen

```
_INIT() _UPDATE() _DRAW()
```

Sprites

```
SPR(N, X, Y, [W, H],  
[FLIP_X], [FLIP_Y])  
SSPR(SX, SY, SW, SH,  
DX, DY, [DW, DH],  
[FLIP_X], [FLIP_Y])
```

Farben

0	1	2	3
4	5	6	7
8	9	10	11
12	13	14	15

Pixel

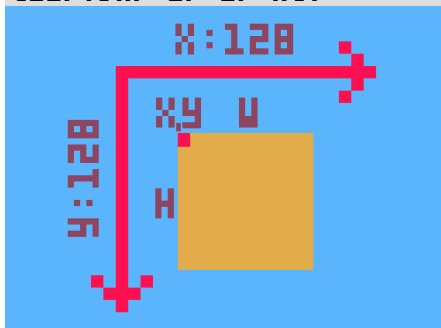
```
PSET(X, Y, [C])  
PGET(X,Y)
```

Formen

```
RECT(X0,Y0,X1,Y1, [COL])  
RECTFILL(X0,Y0,X1,Y1,[C])  
CIRC(X, Y, R, [C])  
CIRCFILL(X, Y, R, [C])  
LINE(X0, Y0, X1, Y1, [C])
```

Screen

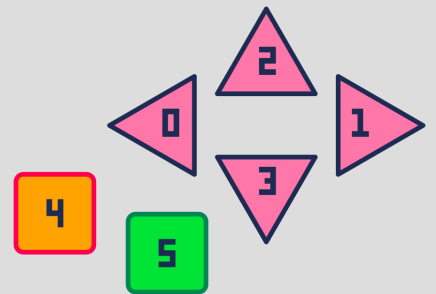
```
CLS()  
CAMERA([X, Y])  
CLIP([X, Y, W, H])
```



Map

```
MGET(X, Y)  
MSET(X, Y, V)  
MAP(MAP_X, MAP_Y,  
SCREEN_X, SCREEN_Y,  
WIDTH, HEIGHT, [LAYER])
```

Eingabe



Player 1:

←↑↓→ C,V bzw. N,M

Player 2:

ASDF, LSHIFT, A

```
BTN([I, [P]])  
BTNP([I, [P]])
```

Sound

```
SFX(N, [CHAN, OFFSET])  
MUSIC(IN, [FADE, MASK])
```

Tracker

instrument effect
tone **C 10 12**
octave volume

0 NONE
1 SLIDE
2 VIBRATO
3 DROP (DRUM)
4 FADE IN
5 FADE OUT
6 FAST ARPEGGIO
7 SLOW ARPEGGIO

Mathe

```
ABS(X), ATAN2(DX, DY),  
COS(X), SIN(X),  
FLR(X), MAX(X,Y), MIN(X,Y),  
RND(X), SGN(X), SQRT(X)
```

Tastenkürzel

Allgemein:

Speichern: STR+S
Modus wechseln: ESC

Editor:

Undo:STR+Z
Redo:STR+Y
Suchen:STR+F
Weitersuchen:STR+G

Nächste Function:Alt+↑↓

German Pico-8 Cheatsheet. Version 2.
Zusammengestellt von [@ztiromoritz](#). Font von [Joseph White](#). TTF von [RhythmLvnx](#). Spickzettel ist
inspiriert von [@neko250/pico-8 api](#) und
[@obone/picozine-3](#).