PICO-8 CHEATSHEET

Commandline

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

Variables & Types

```
A=NIL
X=23
LOCAL S="TEXT"
T={NAME:"JOE", AGE:"32"}
```

Operators

```
+ - * / ^ %
< > <= >= ~= ==
#LIST  "A".."B"
AND OR NO
```

Functions

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

If-Statement

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

Loops

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

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

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

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

Tables

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

Special callbacks

```
_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])
```

Colors

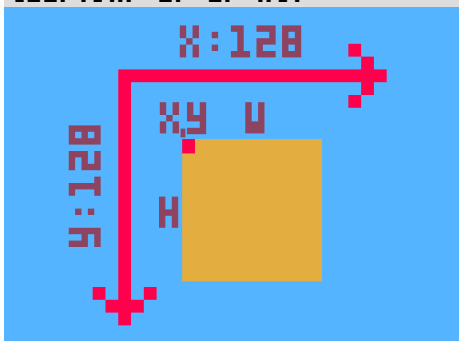|			
0	1	2	3
4	5	6	7
8	9	10	11
12	13	14	15

Pixel

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

Shapes

```
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])
```
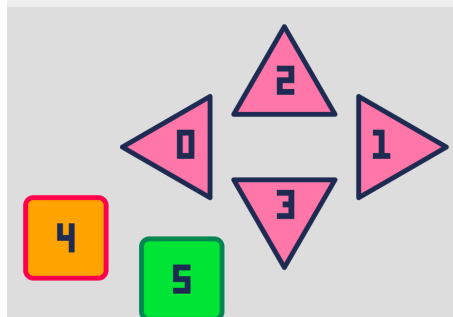
Screen

```
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])
```

Controls


```
Player 1:
 ←↑↓→ Y,X/C,V/N,M
Player 2:
 ASDF, LSHIFT, A
BTN([I, [P]])
BTNP([I, [P]])
```

Sound

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

Tracker

instrument effect

tone octave volume


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

Math

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

Shortcuts

```
Common:
 Save: STR+S
 Change Mode: ESC
Editor
 Undo:STR+Z
 Redo:STR+Y
 Search:STR+F
 Search-Next:STR+G

 Next Function:Alt+↑↓
```