

# PICO-8 CHEATSHEET

## Commandline

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

## Variables & Types

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

## Operators

```
+ - * / ^ %
< > <= >= ~= ==
ALIST "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",E=1}
ADD(T, V)
DEL(T, V)
T={1,2,3,4}
PRINT(T[1]) --1-BASED!!
```

## Special callbacks

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

## Colors

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

## Pixel

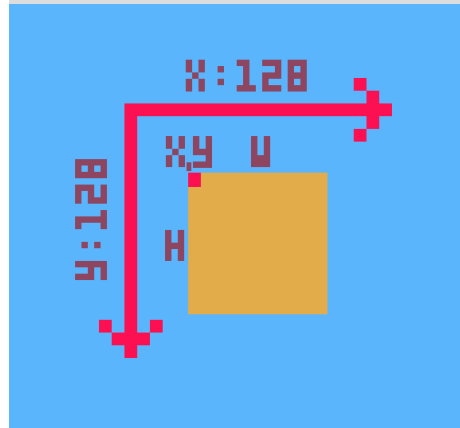
```
PSET(X, Y, [C])
PGET(X,Y)
```

## 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

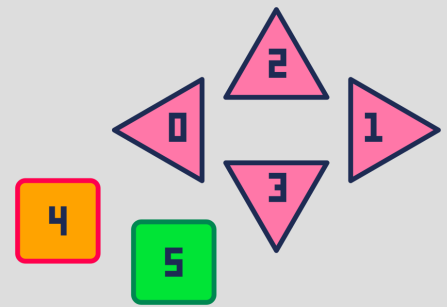
```
CLS()
CAMERA(X, Y)
CLIP(X, Y, W, H)
```



## 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(IN, [FADE, MASK])
```

## Sound-Effects

```
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(OX, OY),
COS(X), SIN(X),
FLR(X), MAX(X,Y), MIN(X,Y),
RND(X), SGN(X), SQR(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+↑↓



Pico-8 Cheatsheet. Version 1(en). Collected by [@ztiromoritz](#). Font: Designed by [Joseph White](#). TTF created by [RhythmLynx](#). This Cheatsheet is inspired by [@neko250/pico-8\\_api](#) and [@obone/picozine-3](#).