

PICO-8 SPICKZETTEL

Kommandozeile

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

Variablen

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

Operatoren

```
+ - * / ^ %
< > <= >= != ==
ALIST "A".."B"
AND OR NO
```

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()
```

Farben

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

Pixel

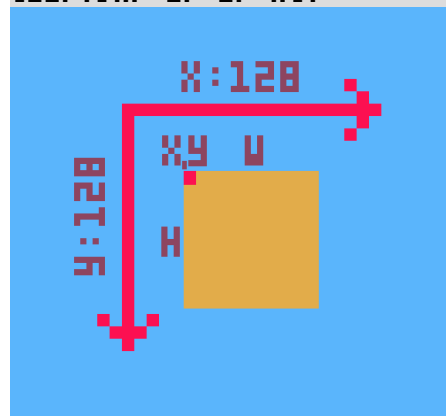
```
PSET(X, Y, [C])
PGET(X,Y)
```

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

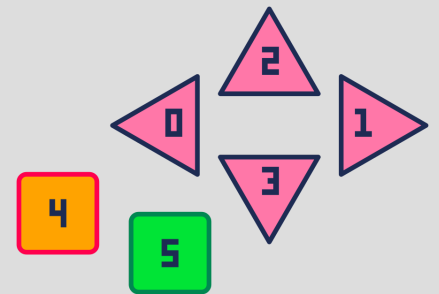
```
CLS()
CAMERA(X, Y)
CLIP(X, Y, W, H)
```



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([N, [FADE, MASK]])
```

Sound-Effekte

```
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), SCN(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 1. Zusammengestellt von
[@ztiromoritz](#). Font: Gestaltet von
[Joseph White](#). TTF erstellt von
[RhythmLynx](#). Dieses Cheatsheet ist
inspiriert von [@neko250/pico-8 api](#)
und [@obone/picozine-3](#).