Other Peripherals Cheatsheet V1.0

▶ HDD

list = **fs.drives**() - *{ [Name] = {size=number, usage=number, Readonly=boolean}, ... }*

fs.drive(default) - *Set default drive.*
*default = **fs.drive**()*

sanitizedPath = **fs.sanitizePath**(path, ignoreDefaultDrive, wildPath)

items = **fs.getDirectoryItems**(path)
newPath = **fs.combine**(path, childPath)
name = **fs.getName**(path)
size = **fs.getSize**(path)
modtime = **fs.getLastModified**(path) - *Can be nil.*
readonly = **fs.isReadonly**(path)
exists = **fs.exists**(path)
isit = **fs.isFile**(path)
isit = **fs.isDirectory**(path)
fs.newDirectory(path) - *Creates parent dirctories.*
fs.move(from,to) - *Recusive.*
fs.copy(from,to) - *Recusive.*
fs.delete(path) - *Recusive.*
free = **fs.getFressSpace**(drive)
paths = **fs.find**(wildPath)
name = **fs.getDirectory**(path)
drive = **fs.getDrive**(path)
data, readBytes = **fs.read**(path,[size])
writtenBytes = **fs.write**(path,data,[bytes])
fs.append(path,data,[bytes])
chunk, err = **fs.load**(path)
iterator = **fs.lines**(path)
success = **fs.mountZIP**(zipData)
fs.mountZIP(zipData) - *Unmount.*

▶ CPU

event, a,b,c,d,e,f = **pullEvent**()
event, a,b,c,d,e,f = **rawPullEvent**() - *no events stack.*
triggerEvent(event, [a],[b],[c],[d],[e],[f])
clearEStack()
hostos = **getHostOS**() - *"Windows", "Linux", "OS X", "Android", "iOS".*
isit = **isMobile**() - *True on Android and iOS.*
clipboard(text) - *Set clipboard content.*
content = **clipboard**() - *Get clipboard content.*
clearClipboard() - *Clear clipboard content.*
sleep(t) - *Sleep t seconds.*
shutdown() - *Exit LIKO-12.*
reboot() - *Soft reboot LIKO-12.*
reboot(true) - *Hard reboot LIKO-12.*
openURL(url) - *Open a URL in the host default web browser.*
openAppdata([tar]) - *Open LIKO-12 appdata folder in the host file explorer, in an optional sub directory.*
getSaveDirectory() - *Get the real path to the appdata folder.*
cprint(...) - *Developer console print (Original Lua print).*

▶ FDD

FDD.newDisk([name]) - *"Blue","Orange","Red","Green"*

FDD.importDisk(pngData)
pngData = **FDD.exportDisk**()

▶ Audio

Audio.generate(wavefrom, frequency, amplitude)
Audio.generate() - *Stop*
Audio.play(sfx,channel)
Audio.stop()

Waveforms (number):
Sine, Square, Pulse, Sawtooth, Triangle, Noise.

SFX Format:
{time,wave,freq,amp,time2,...}

▶ Gamepad

guid = **Gamepad._GetGUID**()
Gamepad._MapButton(guid,bid)
Gamepad._CancelMapping()
success = **Gamepad._SaveMap**()

▶ Touch Controls

TC.setInput(state)

▶ RAM

byte = **peek**(address)
poke(address,byte)
nibble = **peek4**(address)
poke4(address,nibble)
memget(address,length)
memset(address,stringData)
memcpu(from,to,length)

▶ Keyboard

textinput(state)
state = **textinput**()
keyrepeat(state)
state = **keyrepeat**()
scancode = **keytoscancode**(key)
key = **scancodetokey**(scancode)
anyDown = **isKDown**(key1,[...])