

# Immediate2D Quick Reference

<https://github.com/npiegdon/immediate2d>

v1

## Colors

Built-in colors:

Black	Blue	Green	Cyan	Red	Magenta	Brown	LightGray
DarkGray	LightBlue	LightGreen	LightCyan	LightRed	LightMagenta	Yellow	White

Creating your own colors:

```
Color puce = MakeColor(red204, green136, blue153);  
values between 0 and 255
```

## Drawing

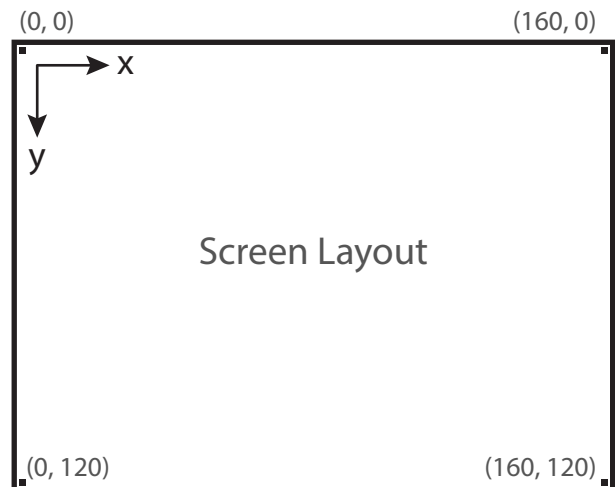
SetPixel(x, y, color); *draws a single dot to the screen*

*integer units of pixels*

```
DrawLine(x1, y1, x2, y2, thickness, color);  
DrawCircle(x, y, radius, color, filled);  
DrawRectangle(x, y, width, height, color, filled);  
true to fill  
false to stroke
```

```
Clear(); clears screen to Black  
Clear(color); clears screen to color
```

```
Color p = GetPixel(x, y); retrieves a pixel's color from the screen
```



## Mouse

```
int x = MouseX(); returns -1 if mouse is outside of window  
int y = MouseY(); returns -1 if mouse is outside of window  
  
if (LeftMousePressed()) SetPixel(x, y, LightBlue);  
or: RightMousePressed()  
or: MiddleMousePressed()
```

*MousePressed functions return true the entire time the button is being held*

## Utility

```
CloseWindow(); also terminates your code immediately
```

```
SaveImage(); writes "image.png" to your desktop  
SaveImage(17); writes "image_17.png" to your desktop
```

```
int dice = RandomInt(1, 6); random int in range [low, high)  
double f = RandomDouble(); random double in range [0.0, 1.0]
```

```
Wait(500); pauses execution for the given # of milliseconds
```

## Keyboard

```
char c = LastKey();  
returns each key press ONCE, then  
returns 0 until another key is pressed
```

*Test for plain characters the usual way*

```
if (c == 'x') CloseWindow();  
if (c == ' ') SaveImage();
```

*Use special key list for non-printable characters*

```
if (c == Left) x = x - 1;  
if (c == Esc) CloseWindow();  
if (c == Tab) Clear();
```

*Full list of special keys:*

Left, Right, Up, Down, Backspace,  
Enter, Esc, Tab