

TIC-80 REFERENCE

Callbacks:

TIC()	called once per frame
SCN(line)	called once per scanline
OVR()	called once per frame, draws on a separate layer

Functions:

graphics

cls (color=0)
pix (x,y,[color]) [-> color]
circ (x,y,r,color)
circb (x,y,r,color)
rect (x,y,w,h,color)
rectb (x,y,w,h,color)
line (x0,y0,x1,y1,color)
spr (id,x,y,colorkey=-1,scale=1,flip=0,rotate=0,w=1,h=1)
tri (x1,y1,x2,y2,x3,y3,color)
textri (x1,y1,x2,y2,x3,y3,u1,v1,u2,v2,u3,v3,color)
map (x=0,y=0,w=30,h=17,sx=0,sy=0,colorkey=-1,scale=1,remap=nil)
font (text,x,y,colorkey,charwidth,charheight,fixed,scale) -> width
print (text,x=0,y=0,color=15,fixed=false,scale=1,smallfont=false) -> width
clip (x,y,w,h)

sound

sfx (id,note,duration=-1,channel=0,volume=15,speed=0)
music (track=-1,frame=-1,row=-1,loop=true)

input

btn (id)
btnp (id)
key (code)
keyp (code)
mouse () -> x,y,left,middle,right

memory

peek (address) -> value
peek4 (address) -> value
poke (address,value)
poke4 (address,value)
pmem (index,[value]) [-> value]
memcpy (dest_address,source_address,length)
memset (address,value,length)
mget (x,y) -> id
mset (x,y,id)

system

trace (msg,color)
time () -> milliseconds
exit ()
reset ()