

NanoBoy Library Cheatsheet

Display

begin() - Initialize display and inputs
clear() - Clear the display buffer
display() - Update screen with buffer
drawPixel(x, y, color)
drawLine(x0, y0, x1, y1, color)
drawRect(x, y, w, h, color)
fillRect(x, y, w, h, color)
drawCircle(x, y, r, color)
fillCircle(x, y, r, color)
setCursor(x, y) - Set text cursor
print(text) - Print text at cursor
drawText(x, y, text) - Draw text directly

Input

buttonPressed(btn) - True if button pressed
buttonReleased(btn) - True if button released

Sound / LED

beep(freq, dur) - Play tone on buzzer
setLED(state) - Turn LED ON/OFF

Sprites / Tiles

Sprite {x, y, w, h, bitmap}
drawSprite(sprite) - Draw bitmap sprite
checkCollision(a, b) - Detect collision
drawTileMap(map, rows, cols, tiles) - Draw tiled map