

haco3 cheat sheet v0.0.2

BASIC

```
function _init() --one time
end
function _update() --loop
end
function _draw() --loop
end
LOOP
```

ARRAY

```
array = {0,1,2}
X = array[n]
```

MATH

```
band(x,y)
bnot(x)
bor(x,y)
bxor(x,y)
shl(x,n)
shr(x,n)

cos(x)
sin(x)
atan2(dx,dy)
```

```
flr(x)
ceil(x)
abs(x)
sgn(x)

max(x,y)
min(x,y,z)
min(x,y)
```

```
PIXELS
pget(x,y)
pset(x,y,c)

```

```
TEXT PRINT
print("r",x,y)
win(1,x,y,rou,col,n,"t")
```

```
OPERATORS
x+=1
x-=2
```

```
FUNCTIONS
function addo
return ate
end
```

```
OPERATORS
x+=1
x-=2
```

```
FUNCTIONS
function addo
return ate
end
```

```
OPERATORS
x+=1
x-=2
```

```
FUNCTIONS
function addo
return ate
end
```

```
MODE
0 RUD_MODE
1 EDIT_MODE
2 WIFI_MODE
3 SOUNDEDIT_MODE
```

```
REBOOT
appode("path", modelo)
appode(appinfo(s), modelo)
goz("appname", v)
```

```
INFO
appinfo(s)
```

```
FPS
fps(x)
```

```
MUSIC
music(n,vol,bpm,
loopstart,loopend)
```

```
SFX
sfxitit(listno)
sfx(chfor7,sfxno,uvno,vol,speed)
```

IF STATEMENT

```
PlatformIO File Constructions
```

TFT

```
--data
|
|--app
|   |-- game.json
|   |-- main.lua
|
|--init
|   |-- game.json -->for HOME app
|   |-- main.lua -->for HOME app
|   |-- initSpr.png -->default sprites file
|
|--map
|   |-- e.png -->for function map()
|   |-- i.png
|
|--param
|   |-- ap
|       |-- u.bin -->for function rmap()
|       |-- u.txt -->color palettes for function pal()
|
|   |-- editor.txt -->for editor
|   |-- mapspenos.txt -->for rmap()
|   |-- sprbits.txt -->for functions fget()
```

COLOR



BUTTONS

```
OPERATION
if btn(1) >= 1 then
end
if btnp(1) then
end
```

EDITOR MODE SW

```
fn : shift ORANGE BUTTONS
Rq : shift BLUE BUTTONS
```



A->B->C[301]

A:101[111]

AB[201]

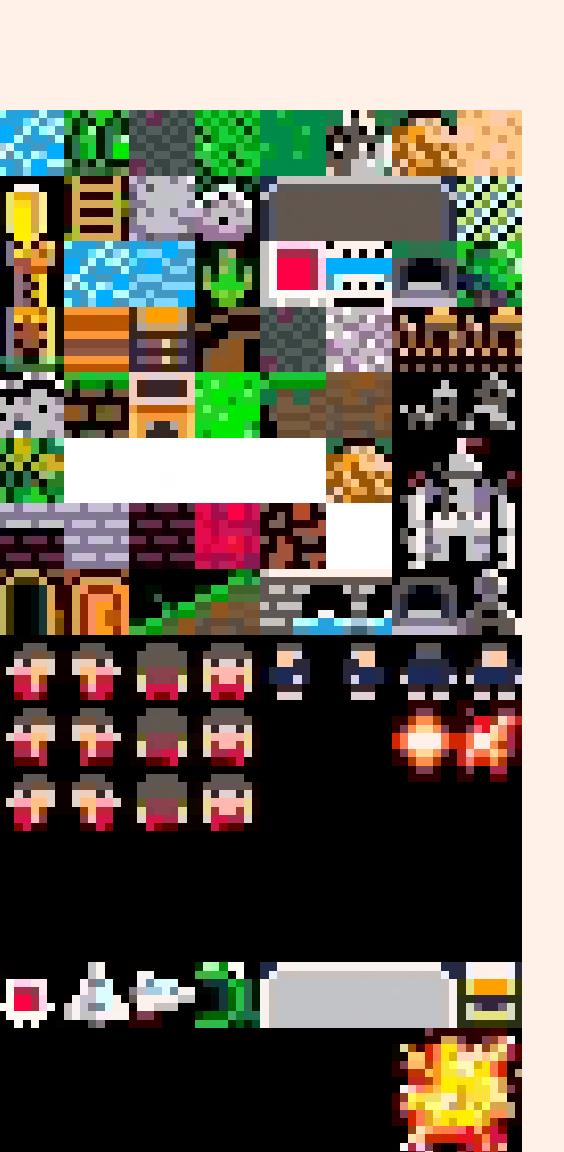
B:102[112]

BC[202] HOME

C:103[113]

DEFAULT SPRITES

```
1 2 3 4 5 6 7 8
9 10 11 12 13 14 15 16
17 18 19 20 21 22 23 24
25 26 27 28 29 30 31 32
33 34 35 36 37 38 39 40
41 42 43 44 45 46 47 48
49 50 51 52 53 54 55 56
57 58 59 60 61 62 63 64
```



PITCH

```
C CH D DH E F FH G GH A AH B
0 1 2 3 4 5 6 7 8 9 10 11
E 1 2 3 4 5 6 7 8 9 10 11
G 1 2 3 4 5 6 7 8 9 10 11
```

TONES

```
0 onoff
1 instrument
2 pitch
3 octave
4 volume
5 effectno
```

PATTERNS

```
0-64
8ch
1ch
2ch
3ch
4ch
5ch
6ch
7ch
```

