

# hadoop cheat sheet v0.0.1

BASIC		IF STATEMENT
function _init() —one time	end	if x==33 then print("well done") elseif x>33 then print("please try again") else break end
function _update() —loop	end	
function _draw() —loop	end	LOOP
ARRAY		for i=1,i—count up print(i) end
array =(0,1,2)		
X = array[n]		for a=10,-200—count down print(a) end
MATH		
bnd(x,y)		
bnot(x)		MAP
bor(x,y)		
bxor(x,y)		
shl(x,n)		aget(x,y)
shr(x,n)		aset(z,y,v)
		map(x,y, mx, my, mx, my, "path.png")
cos(x)		
sin(x)		WORLD (256*256MAP)
atan2(dx,dy)		rmap("path.bin",mx,my)
ftr(x)		
ceil(x)		3D
abs(x)		creobj2() rendr2(camx, camy, camz, camangle, su, camzoom)
sgn(x)		
max(x,y)		
mid(x,y,z)		FAKE 3D
sin(x,y)		drawbox(x,y, tx,ty,tz, col) drawboxp(x,y,z)
PIXELS		
pget(x,y)		
pset(x,y,c)		SHAPES
TEXT PRINT		fillrect(x,y,u,h,c) drawrect(x,y,u,h,c)
print("v",x,y)		fillcirc(x,y,r) drawcirc(x,y,r)
win(i,x,y,rou,col,s,"t")		ovalfill(x,y,u,h,c) oval(x,y,u,h,c)
OPERATORS		filltri(x0,y0,x1,y1,x2,y2,c1,c2,c3,emode) line(x0,y0,x1,y1,x2,y2,c)
x=x+1		
x=x*2		
FUNCTIONS		COLOR
function add()	return ate	cls(c) color(c) fillp(ci,c2,c3,c4) pal(palNo)
end		
OPERATORS		SPRITES
x=x+1		spr8(n,x,y)
x=x*2		sget(x,y) sset(x,y,c)
FUNCTIONS		
function add()	return ate	SPRITE FLAG
end		fset(sno,bno,v) fget(v,bno)
MODE		VARIABLES AND TYPES
0 RUN_MODE		a=nil
1 EDIT_MODE		x=23
2 WIFI_MODE		local x = "text"
3 SOUNDEDIT_MODE		
REBOOT		PLANETARIUM
appnode("path", nodeno)		creobj()
appnode(appinfo(0), nodeno)		drawstars( camanglex, camangley, camzoom, 6)
go2("appname",v)		
INFO		
appinfo(0)		
FPS		
fps(x)		
MUSIC		
music(no,vol,bpm,		
loopstart,loopend)		
SFX		
sfxinit(listno)		
sfx(ch0or2,sfxno, volume, vol, speed)		

```

platformIO File Constructions

data
|
|---app
|   |--- game.json
|   |--- main.lua
|
|---init
|   |--- game.json -->for HOME app
|   |--- main.lua -->for HOME app
|   |--- initsspr.png -->default sprites file
|
|---map
|   |--- 0.png -->for function map()
|   |--- 1.png
|
|---param
|   |---map
|       |--- u.bin -->for function rmap()
|
|   |---pal
|       |--- 0.txt -->color pallets for function pal()
|
|   |--- editor.txt -->for editor
|   |--- mapsprrnos.txt -->rmap()
|   |--- openconfig.txt -->boot config file
|   |--- sprbits.txt -->for functions fget(), fput()
|
|---sound
|   |---tones
|       |--- 0.csv -->0~32 tones for function music()
|   |---sfxes
|       |--- sfclist.txt -->8 sfxes for function sfxin()
|       |--- 0.csv -->0~32 tones for function sfx()
|
|   |---patterns
|       |--- 0.csv -->each 0~64 music patterns for function
|
src
|--- Channel.cpp
|--- Channel.hpp
|--- Editor.cpp
|--- Editor.h
|--- Tunes.cpp
|--- Tunes.h
|--- baseGame.h
|--- main.cpp
|--- runLuaGame.cpp
|--- runLuaGame.h
|
lib
|---MSUnified
|---MSComputer
|---MSGFX_DentaroUI
|---lua-5.3
|
platformio.ini
|
|
PITCH



|   |    |   |    |   |   |    |   |    |   |    |   |
|---|----|---|----|---|---|----|---|----|---|----|---|
| C | CH | D | DH | E | F | FH | G | GH | A | AH | B |
| シ | ヘン | ド | ヘン | エ | フ | ヘン | ギ | ヘン | ア | ヘン | ビ |


|
|
TONES



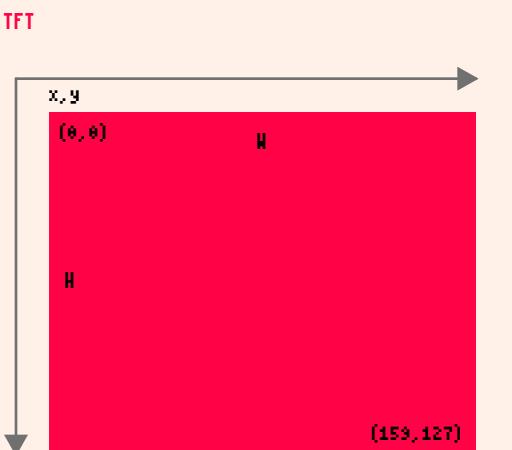
|         |              |         |          |          |            |      |  |
|---------|--------------|---------|----------|----------|------------|------|--|
| 0 onoff | 1 instrument | 2 pitch | 3 octave | 4 volume | 5 effectno | 0-32 |  |
|---------|--------------|---------|----------|----------|------------|------|--|


|
|
PATTERNS



|     |     |     |     |     |     |     |     |      |  |
|-----|-----|-----|-----|-----|-----|-----|-----|------|--|
| 0ch | 1ch | 2ch | 3ch | 4ch | 5ch | 6ch | 7ch | 0-64 |  |
|-----|-----|-----|-----|-----|-----|-----|-----|------|--|


```



BUTTONS	OPERATION	EDITOR MODE SW
if btn(1) >= 1 then end	Rq + 8 : HOME Rq + 9 : EDIT	fn : shift ORANGE BUTTONS Rq : shift BLUE BUTTONS

## BUTTONS

OPER

EDITOR M

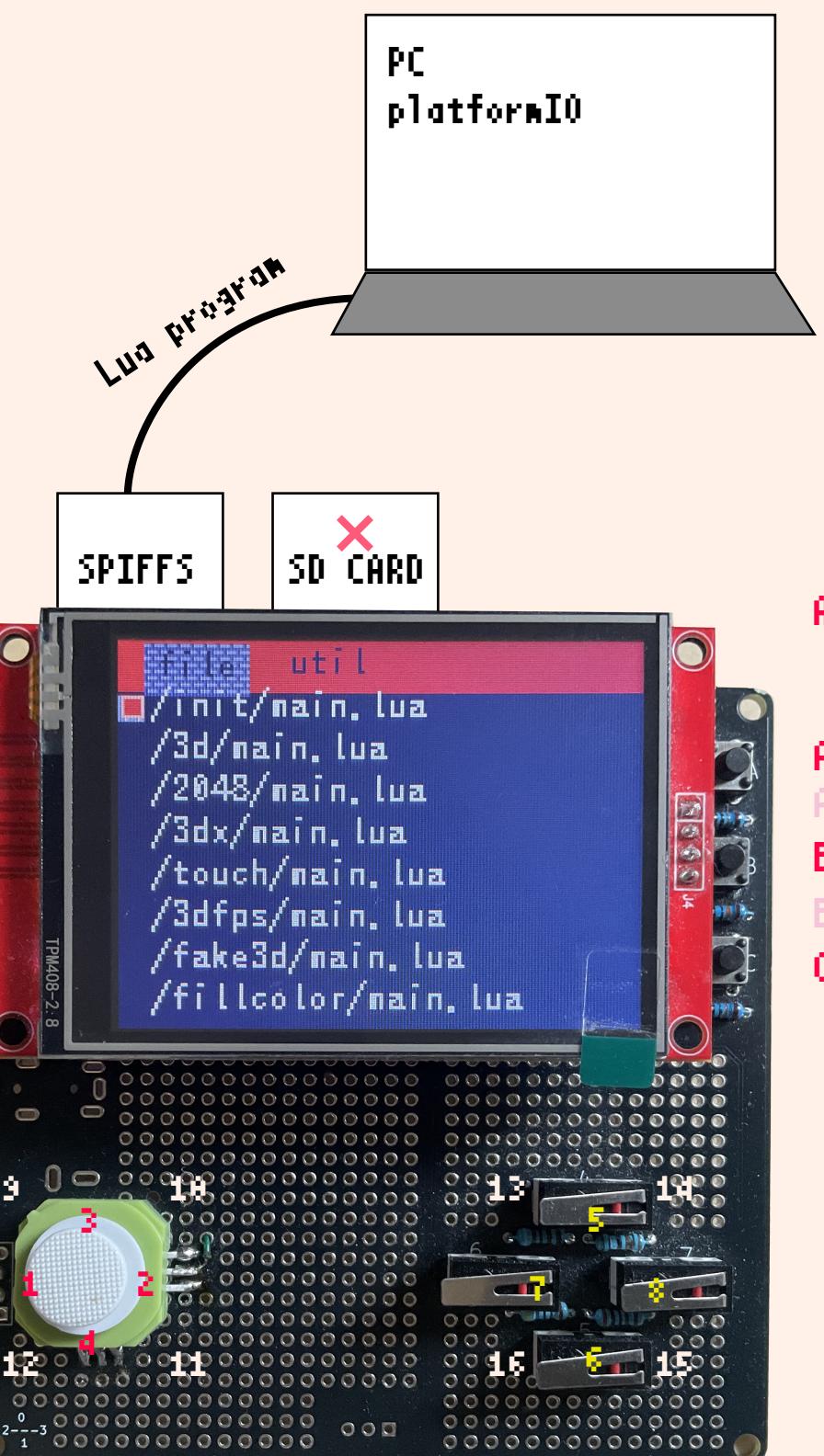
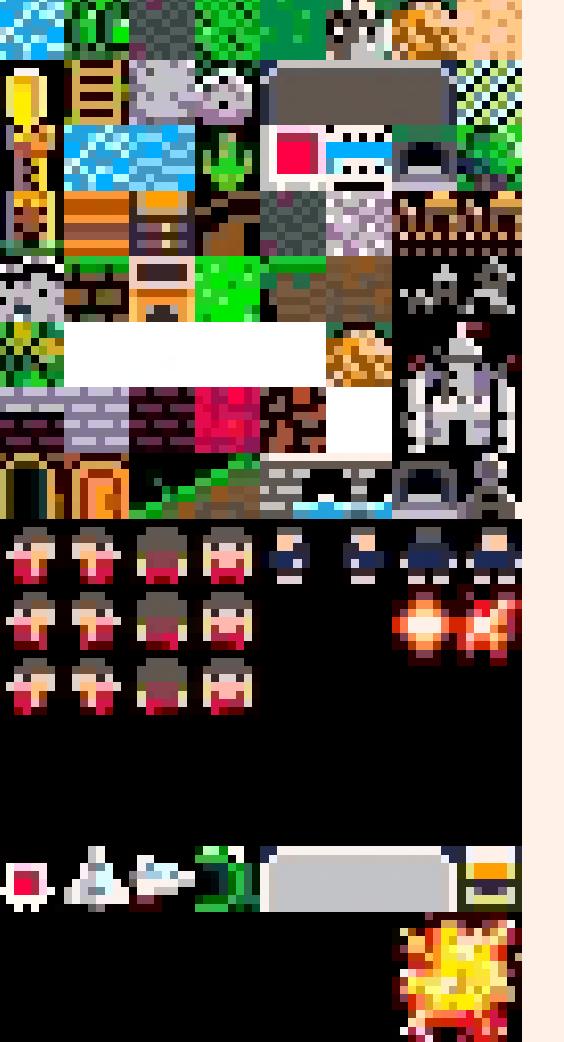
end

Aq +

Aa : shift BLUE BUTTONS



10



A->B->C [301]

8:181[111] —

AB [201]

B:102[112]

6400 [112]