

haco3puter cheat sheet v0.0.1

BASIC

```
function _init() --one time
end

function _update() --loop
end

function _draw() --loop
end
```

ARRAY

```
array = {0,1,2}
% = 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)
mid(x,y,z)
min(x,y)
```

PIXELS

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

TEXT PRINT

```
print("v",x,y)
min(1,x,y,row,col,n,"t")
```

OPERATORS

```
x=x+1
x=x%2
```

FUNCTIONS

```
function add()
return ate
end
```

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x=x+1
x=x%2
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FUNCTIONS

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function add()
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MODE

```
0 RUN_MODE
1 EDIT_MODE
2 WIFI_MODE
3 SOUNDEDIT_MODE
```

REBOOT

```
appmode("path", modello)
appmode(appinfo(0), modello)
go2("appname",v)
```

INFO

```
appinfo(0)
```

FPS

```
fps(x)
```

MUSIC

```
music(no,vol,tempo)
```

IF STATEMENT

```
if x==33 then
print("well done")
elseif x>33 then
print("please try again")
else break
end
```

LOOP

```
for i=1,1--count up
print(i)
end

for a=10,-200--count down
print(a)
end
```

MAP

```
mget(x,y)
mset(x,y,v)
map(x,y, mx my, mu,uh, "path.png")
```

WORLD (256*256MAP)

```
rmap("path.bin",mx,my)
```

3D

```
creobj2()
render2(camx,comy,canz,canangle,su,canzoom)
```

FAKE 3D

```
draubox(x,y, tx,ty,tz, col)
drauboxp(x,y,z)
```

SHAPES

```
fillrect(x,y,w,h,c)
draurect(x,y,w,h,c)
fillcirc(x,y,r)
draucirc(x,y,r)
ovalfill(x,y,w,h,c)
oval(x,y,w,h,c)
filltri(x0,y0,x1,y1,x2,y2,c1,c2,c3,cnode)
line(x0,y0,x1,y1,x2,y2,c)
```

COLOR

```
cls(c)
color(c)
fillp(c1,c2,c3,c4)
pal(palNo)
```

SPRITES

```
spr8(n,x,y)
sget(x,y)
sset(x,y,c)
```

SPRITE FLAG

```
fset(sno,bno,v)
fget(v,bno)
```

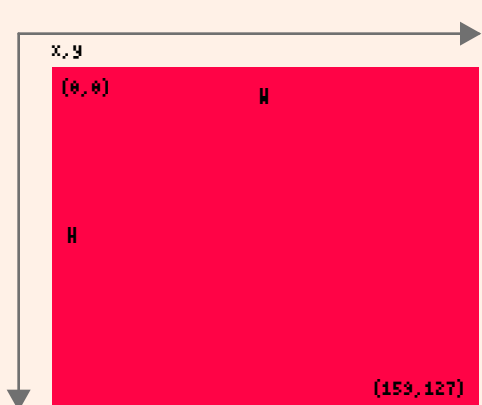
VARIABLES AND TYPES

```
anil
x=23
local x ="text"
```

PLANETARIUM

```
creobj()
draustars{cananglex, canangley, canzoom, 0}
```

TFT



BUTTONS

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

```
if btnp(1) then
end
```

OPERATION

```
Aa + 0 : HOME
Aa + 9 : EDIT
```

COLOR

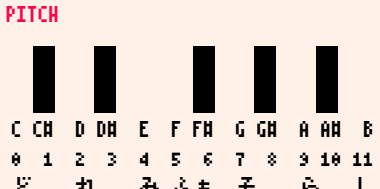


EDITOR MODE SW

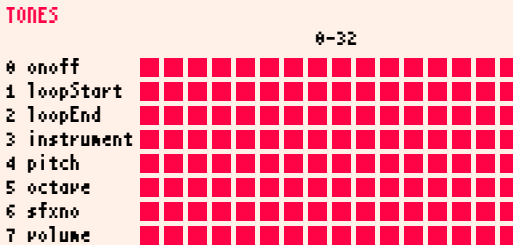
```
fn : shift ORAGE BUTTONS
Aa : shift BLUE BUTTONS
```



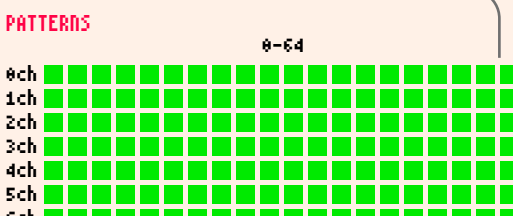
PITCH



TONES



PATTERNS



PlatformIO File Constructions

```
--data
--app
|- game.json
|- main.lua

--init
|- game.json -->for HOME app
|- main.lua -->for HOME app
|- initspr.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
|- napsprnos.txt -->for rmap()
|- openconfig.txt -->boot config file
|- sprbits.txt -->for functions fset(),

--sound
|--tones
| |- 0.csv -->0~32 tones for function music()

--patterns
| |- 0.csv -->0ch 0~64 music patterns for function music()

--src
|- Channel.cpp
|- Channel.hpp
|- Editor.cpp
|- Editor.h
|- Tunes.cpp
|- Tunes.h
|- baseGame.h
|- main.cpp
|- runLuaGame.cpp
|- runLuaGame.h

--lib
|--MSUnified
|--MSCardputer
|--MSGFX_DentaroUI
|--lua-5.3

--platformio.ini
```

DEFAULT SPRITES

