

PICO-8 SPICKZETTEL

Kommandozeile

```
HELP
SAVE GAME.P8
LOAD GAME.P8
RUN
SPLORE
```

Variablen & Typen

```
A=NIL
X=23
S="TEXT"
T={ NAME="MORITZ",
    LOC="DORTAUND"}
```

Operatoren

```
+ - * / ^ %
< > <= >= ~= ==
ALIST "A".."B"
AND OR NOT
```

Funktionen

```
FUNCTION ADD(A,B)
  RETURN A+B
END
```

If-Anweisungen

```
IF (X < 33) THEN
  PRINT("HALLO")
ELSE
  PRINT("HEY")
END
```

Schleifen

```
--RAUF
FOR I = 1,10 DO
  PRINT(I)
END

--RUNTER
FOR A=10,0,-2 DO
  PRINT(A)
END
```

```
--ARRAY
FOR S IN ALL(SHIPS) DO
  PRINT(S.NAME)
END
```

```
--TABELLE
FOR K,V IN PAIRS(M) DO
  PRINT("K:".K..",V:".V)
END
```

Tabellen

```
T={A="X",B=1}
ADD(T, V)
DEL(T, V)
T={1,2,3,4}
PRINT(T[1]) --1-BASIERT!!
```

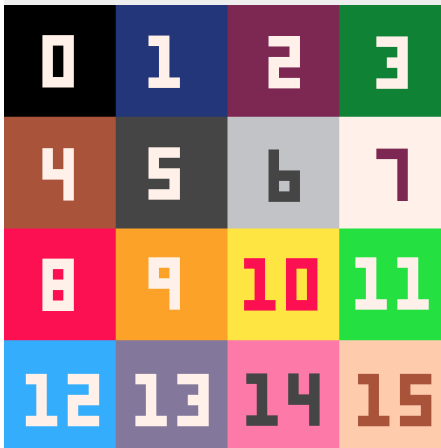
Sonderfunktionen

```
_INIT() _UPDATE() _DRAW()
```

Sprites

```
SPR(N, X, Y, [W, H],
    [FLIP_X], [FLIP_Y])
SSPR(SX, SY, SW, SH,
    DX, DY, [DW, DH],
    [FLIP_X], [FLIP_Y])
```

Farben



Pixel

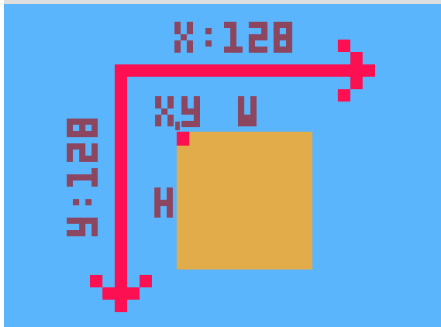
```
PSET(X, Y, [C])
PGET(X,Y)
```

Formen

```
RECT(X0,Y0,X1,Y1, [COL])
RECTFILL(X0,Y0,X1,Y1,[C])
CIRC(X, Y, R, [C])
CIRCFILL(X, Y, R, [C])
LINE(X0, Y0, X1, Y1, [C])
```

Screen

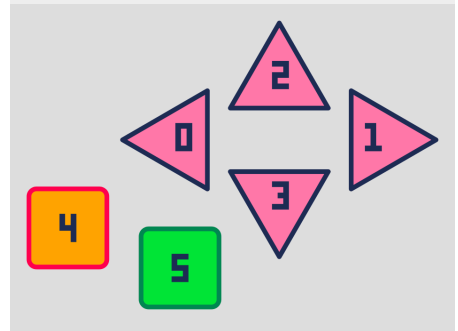
```
CLS()
CAMERA([X, Y])
CLIP([X, Y, W, H])
```



Map

```
MGET(X, Y)
MSET(X, Y, V)
MAP(MAP_X, MAP_Y,
    SCREEN_X, SCREEN_Y,
    WIDTH, HEIGHT, [LAYER])
```

Eingabe



Player 1:

←↑↓→ C,V bzw. N,M

Player 2:

ASDF, LSHIFT, A

BTN([I, [P]])

BTNP([I, [P]])

Sound

```
SFX(N, [CHAN, OFFSET])
MUSIC([N, [FADE, MASK]])
```

Tracker

instrument effect
tone **C 10 12**
octave volume

0 NONE
1 SLIDE
2 VIBRATO
3 DROP (DRUM)
4 FADE IN
5 FADE OUT
6 FAST ARPEGGIO
7 SLOW ARPEGGIO

Mathe

```
ABS(X), ATAN2(DX, DY),
COS(X), SIN(X),
FLR(X), MAX(X,Y), MIN(X,Y),
RND(X), SCN(X), SORT(X)
```

Tastenkürzel

Allgemein:

Speichern: CTRL+S
Modus wechseln: ESC
Neustarten: CTRL+R

Editor:

Undo: CTRL+Z
Redo: CTRL+Y
Suchen: CTRL+F
Weitersuchen: CTRL+G
Nächste Function: Alt+↑↓

German Pico-8 Cheatsheet. Version 2.1
Zusammengestellt von [@ztiromoritz](#). Font von [Joseph White](#). TTF von [Rhythmlynx](#). Spickzettel ist
inspiriert von [@neko250/pico-8_api](#) und
[@obone/picozine-3](#).