Color

```
                            red   green  blue        hue is 0 to 360,
Color puce = MakeColor(204, 136, 153);        everything else
                                              is 0 to 255.

Color pink = MakeColorHSB(330, 128, 192);
                          hue°   sat   bright
```

Built-in colors:

Black	Blue	Green	Cyan
DarkGray	LightBlue	LightGreen	LightCyan

Red	Magenta	Brown	LightGray
LightRed	LightMagenta	Yellow	White

Drawing

```
DrawPixel(x, y, color);   Draws a single dot to the screen.
        ┌──── Whole numbers ────┐  ┌── Colors ──┐
DrawLine(x1, y1, x2, y2, thickness, color);
DrawCircle(x, y, radius,            fill, stroke);
DrawRectangle(x, y, width, height,  puce, pink);

Image cat = LoadImage("NyanCat.gif");   Load images once.
DrawImage(x, y, cat);                    Draw many times.

int w = ImageWidth(cat);         Get image size.
int h = ImageHeight(cat);

Clear();         Clears screen to Black.
Clear(color);    Clears screen to color.

Color p = ReadPixel(x, y);   Gets a pixel's color from the screen.
```

(0, 0)   (160, 0)

→ x
↓ y *(increases downward!)*

Screen Layout

(0, 120)   (160, 120)

Mouse

```
int x = MouseX();     Returns -1 if mouse is outside of window.
int y = MouseY();     Returns -1 if mouse is outside of window.

if (LeftMousePressed()) SetPixel(x, y, LightBlue);
   or: RightMousePressed()
   or: MiddleMousePressed()
```
The MousePressed functions remain "true" until the button is released.

Keyboard

LastKey tells which key was pressed most recently.

```
char c = LastKey();
             Returns each key press ONCE, then
             returns 0 until another key is pressed!
```

You can test for most keys using single characters:
```
if (c == '1') StartLevelOne();
if (c == 's') SaveImage();
```

*For non-printable characters like the arrow keys,
use these special constants:*
```
if (c == Up)    y = y - 1;
if (c == Down)  y = y + 1;
if (c == Left)  x = x - 1;
if (c == Right) x = x + 1;

if (c == Enter) Next();
if (c == Backspace) Previous();

if (c == Tab) Clear();
if (c == Esc) CloseWindow();
```
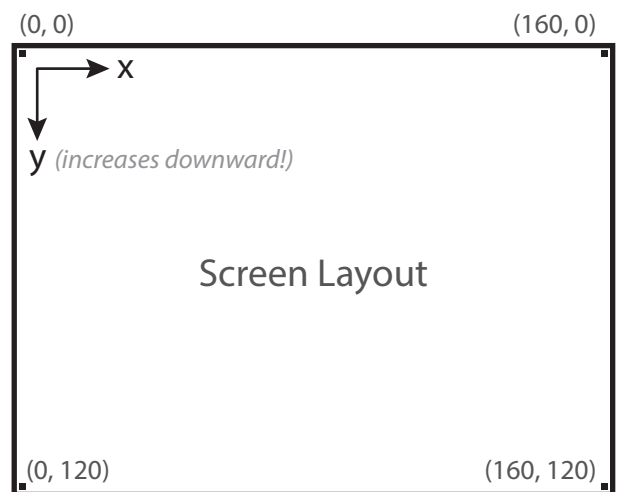
Utility

```
CloseWindow();   Ends your program immediately!

SaveImage();     Writes "image.png" to your desktop.
SaveImage(17);   Writes "image_17.png" to your desktop.

bool heads = RandomBool();   Randomly returns true or false.
int i = RandomInt(30, 33);   Randomly returns 30, 31, or 32.
double d = RandomDouble();   Gives a real number between 0 and 1.

Wait(500);       Pauses your code for 500 milliseconds (or 0.5 seconds).
```