PICO-8 Cheat Sheet

System

load filename
save filename
folder
files
run
resume
reboot
stat x
info
flip
printh str

Graphics

clip [x y w h]
pget x y
pset x y [c]
sget x y
sset x y [c]
fget n [f]
fset n [f] v
print str [x y [col]]
cursor x y
color col
cls
camera [x y]
circ x y r [col]
circfill x y r [col]
line x0 y0 x1 y1 [col]
rect x0 y0 x1 y1 [col]
rectfill x0 y0 x1 y1 [col]
pal c0 c1 [p]
palt c t
spr n x y [w h] [flip_x] [flip_y]
sspr sx sy sw sh dx dy [dw dh] [flip_x] [flip_y]

Collections

add table val
del table val
all table
foreach table func
count table [val]
pairs table

Input

btn [i [p]]
btnp [i [p]]

Audio

sfx n [ch [offset]]
music [n [fade [ch_mask]]]

Map

mget x y
mset x y v
map cel_x cel_y sx sy cel_w cel_h [layer]

Memory

peek addr
poke addr val
memcpy dest src len
reload dest src len
cstore dest src len
memset dest val len

Math

max x y
min x y
mid x y z
flr x
cos x
sin x
atan2 dx dy
sqrt x
abs x
rnd x
srand x
band x y
bor x y
bxor x y
bnot x
shl x y
shr x y

Strings

#str
str0**..**str1
sub str start [end]

RAM layout

0x0000	gfx
0x1000	gfx2/map2 (shared)
0x2000	map
0x3000	gfx_props
0x3100	song
0x3200	sfx
0x4300	user-defined
0x5f00	draw state
0x5fc0	(reserved)
0x6000	screen (8k)

Colour palette

0	1	2	3
4	5	6	7
8	9	10	11
12	13	14	15