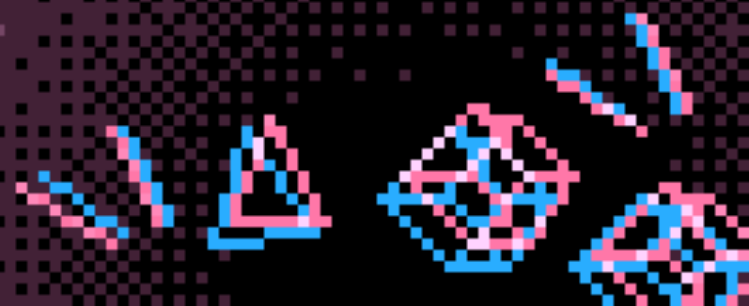


ATELIER PICO-8

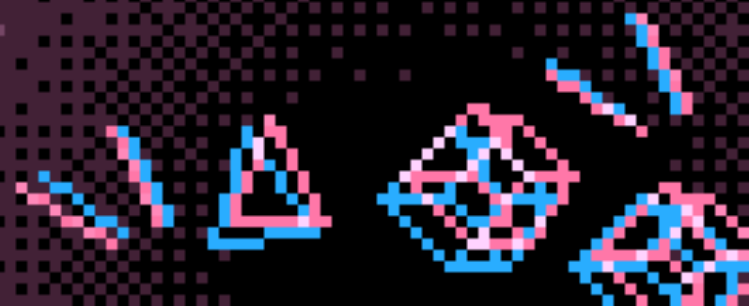


PAR NUSAN & SAN HOCEVAR
COOKIE PARTY - 26 OCTOBRE 2019



QU'EST-CE QUE PICO-8 ?

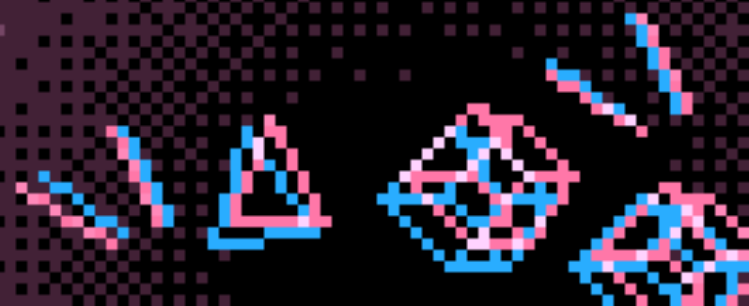
- Une "FANTASY console"
- HARDWARE ANCIEN
- LANGUAGE MODERNE (LUA)
- CONTRAINTES TECHNIQUES :
 - 16 COULEURS
 - 32Ko DE MEMOIRE
 - TAILLE DE CODE LIMITEE



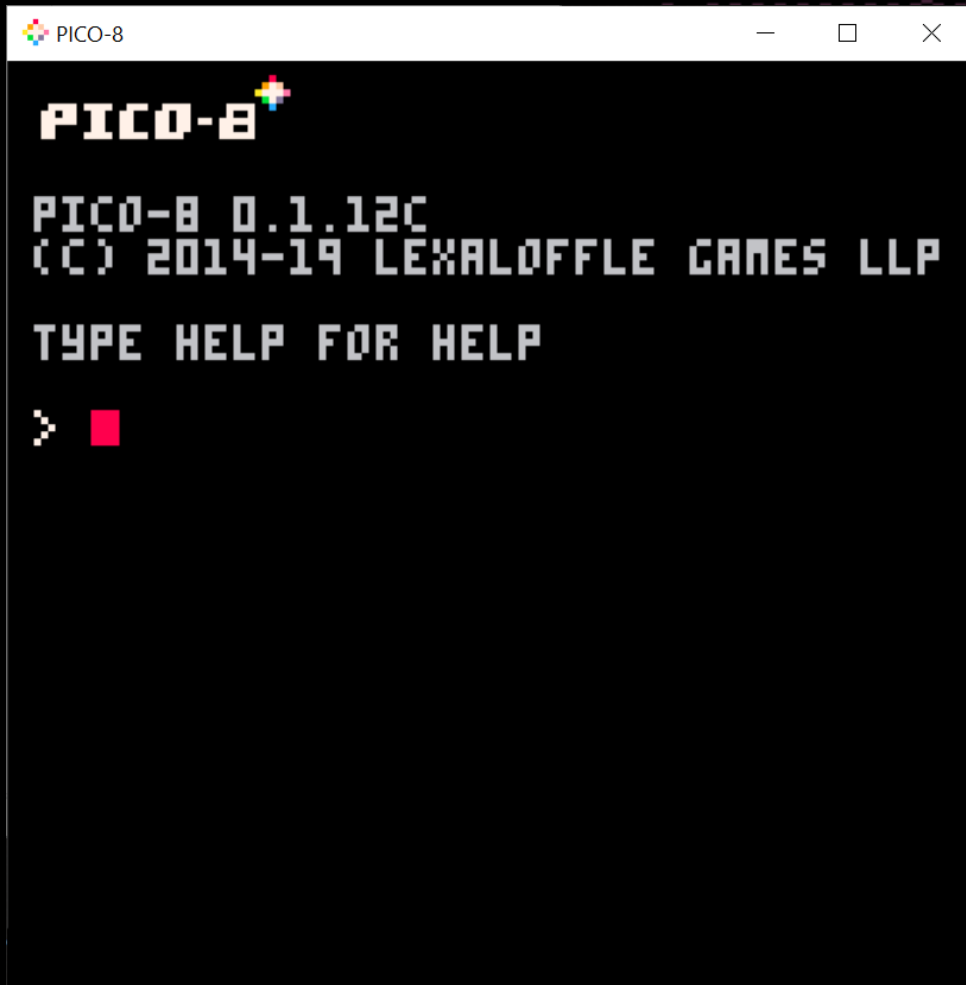
PRESENTATION



- Touche Esc
- Invite de commande
- Onglets de code, sprites, maps, son, musique



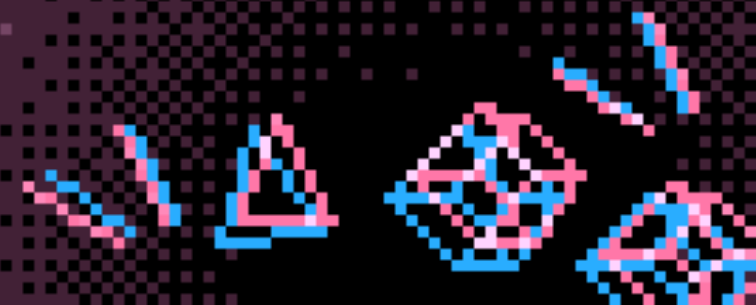
PREMIER5 PAS



A screenshot of the PICO-8 command prompt window. The window has a title bar with the PICO-8 logo and the text "PICO-8". The main area is black with white text. It displays the PICO-8 logo, the version "PICO-8 0.1.12C", the copyright "(C) 2014-19 LEXALOFFLE GAMES LLP", and the instruction "TYPE HELP FOR HELP". A prompt ">" is followed by a red square.

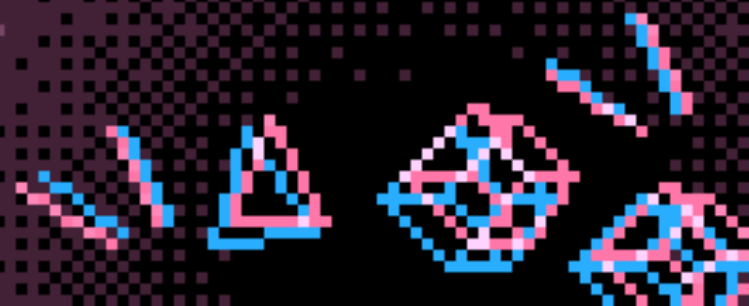
```
PICO-8  
PICO-8 0.1.12C  
(C) 2014-19 LEXALOFFLE GAMES LLP  
TYPE HELP FOR HELP  
> ■
```

- INSTALL_DEMOS
- DIR CD LOAD
- RUN - CTRL+R
- SAVE - CTRL+S
- FOLDER

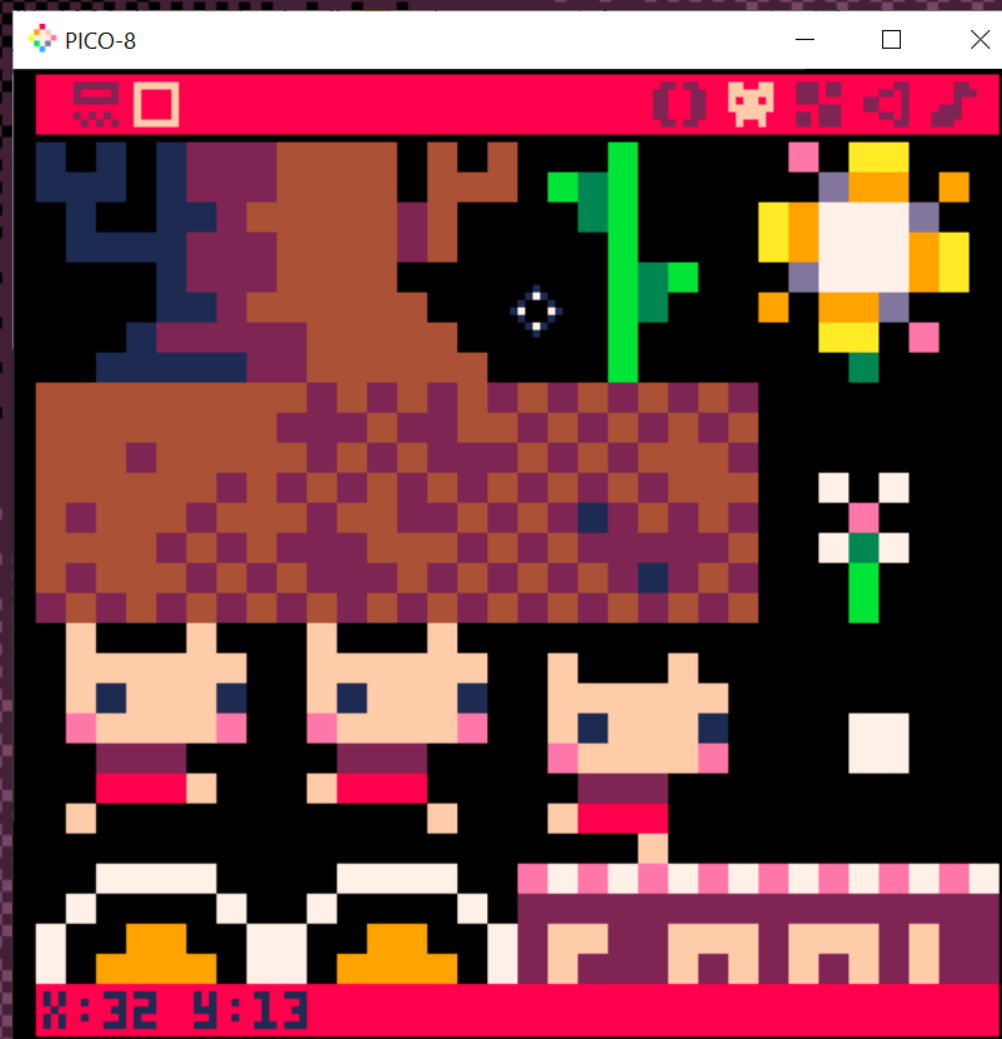
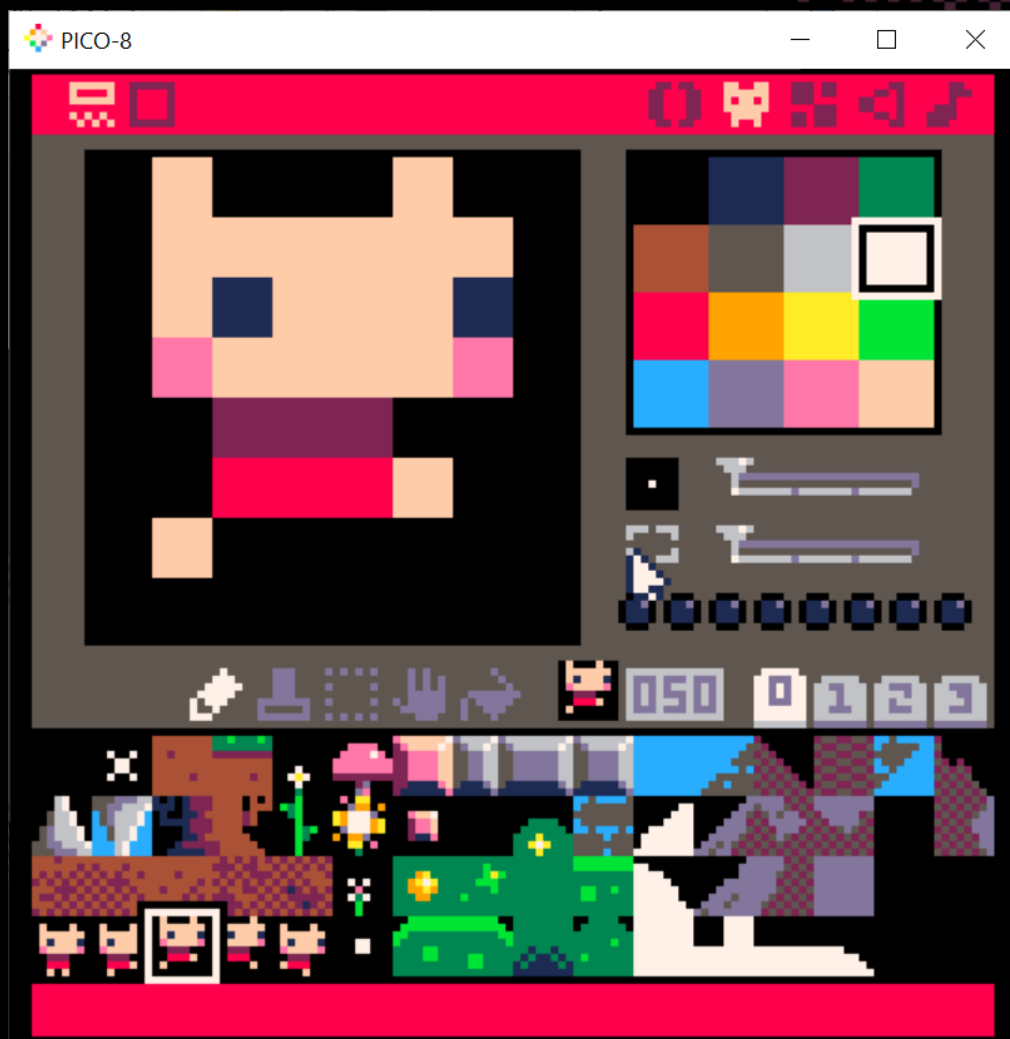


RACCOURCIS CLAVIER

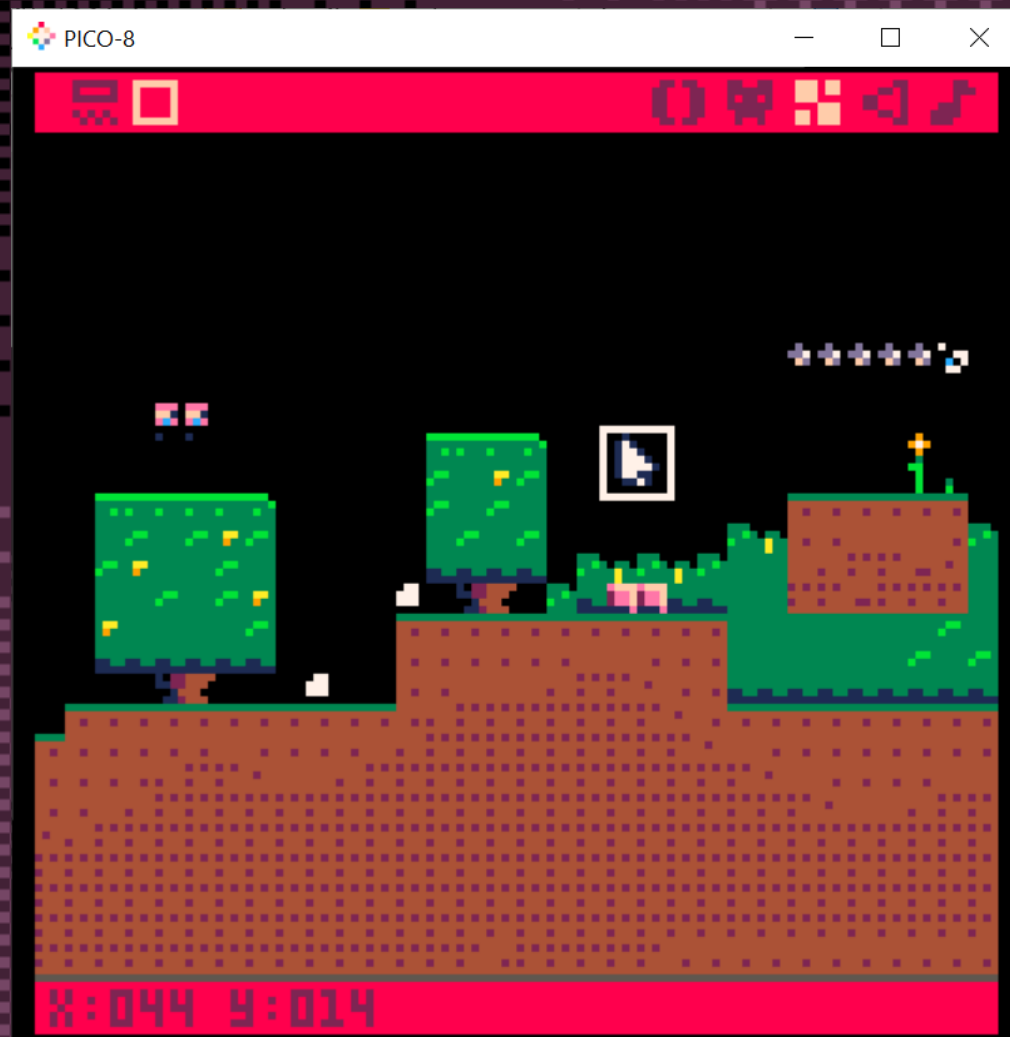
- F1 : SCREENSHOT
- F3 : DEBUT D'ENREGISTREMENT
- F4 : SAUVER LA VIDEO EN GIF
- CTRL-N : COUPER LE SON



EDITEUR DE SPRITES



EDITEUR DE MAPS



EDITOR DE SFX

PICO-8

01 SPD 16 LOOP 00 00

OCT 1 2 3 4

VOL

C 3045	F 3042	G 3045	B 2045
...	C 3016	G 2..6	C 1..5
...	A 3045	D 3035	A 2045
E 3045	C 0..5	G 3026	B 2046
G 3045	C 4755	D 3042	G 2045
...	C 5525
E 3045	...	C 3045	E 2042
...	E 2025

PICO-8

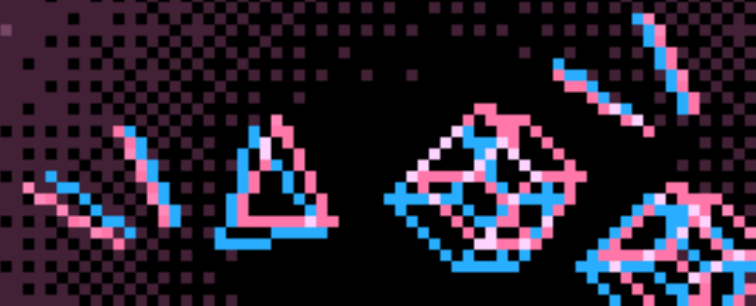
05 SPD 16 LOOP 00 00

:PITCH

:VOLUME

NOTE: 20

EDITEUR DE MUSIQUE



EDITEUR DE CODE




```

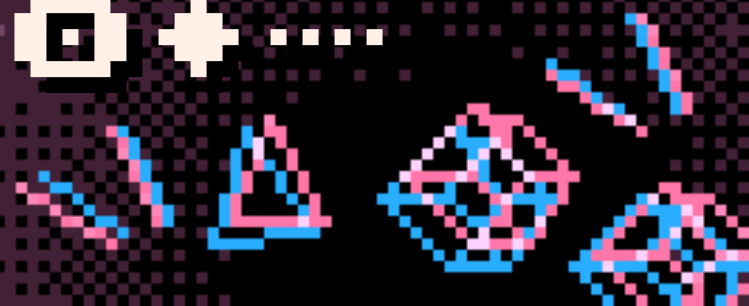
+ ()
VAL1 = MGET(X+1,Y)
IF (VAL0 == 0 OR VAL1 == 0) THEN
  MSET(X,Y,0)
ELSEIF (NOT FGET(VAL1,1)) THEN
  MSET(X,Y,VAL1)
ELSE
  MSET(X,Y,VAL0)
END
END

FUNCTION MOVE_SPAWNS(X0, Y0)
  -- SPAWN STUFF CLOSE TO X0,Y0

  FOR Y=0,32 DO
    FOR X=X0-10,X0+10 DO
      VAL = MGET(X,Y)
      N = NIL
    END
  END
END
```

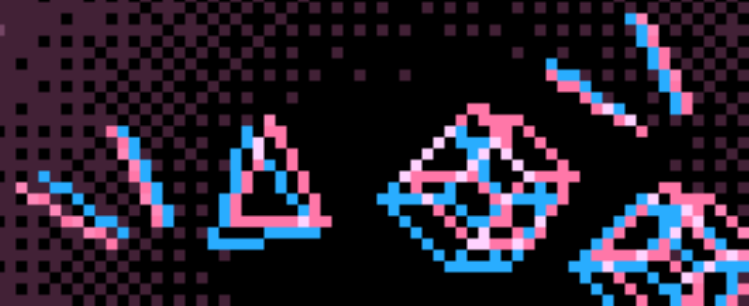
LINE 100/724 2404/8192

- LANGUAGE LUA 5.2
- VERSION "LIGHT",
PEU DE FONCTIONS
- QUELQUES ATOUTS
DE SYNTAXE
- 



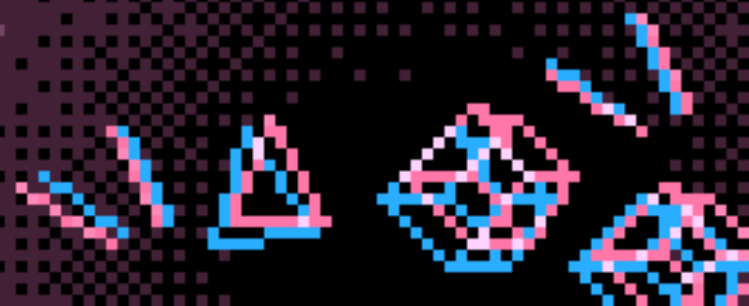
LUA: SYNTAXE 1/3

- `A=2 P=F(X)2+=3.5`
- `A,B=12,A+5`
- PAS BESOIN DE ";"
- `END` POUR FINIR UN BLOC
- `--` COMMENTAIRES
- `/**` MARCHE AUSSI



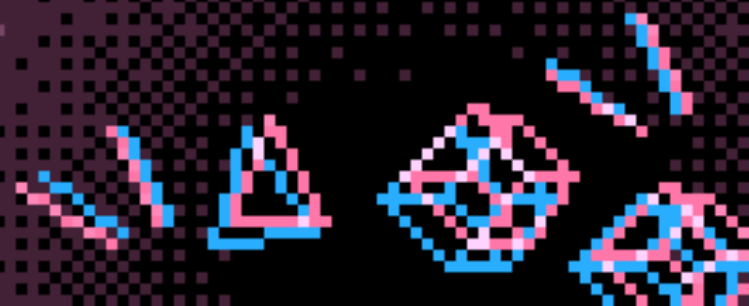
LUA: SYNTAX 2/3

- IF A==1 THEN ***** END
- IF A==1 THEN *****
ELSE ***** END
- IF A==1 THEN *****
ELSEIF A==2 THEN *****
ELSE ***** END
- IF (A==1) *****



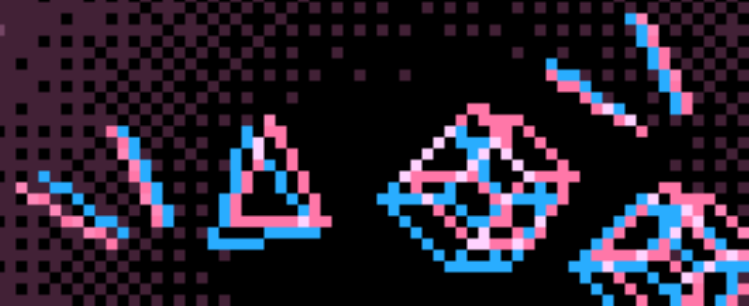
LUA: SYNTAXE 3/3

- FOR X=1,10 DO ***** END
- FOR X=10,1,-1 DO ***** END
- WHILE X<10 DO ***** END
- REPEAT ***** UNTIL X==10 END



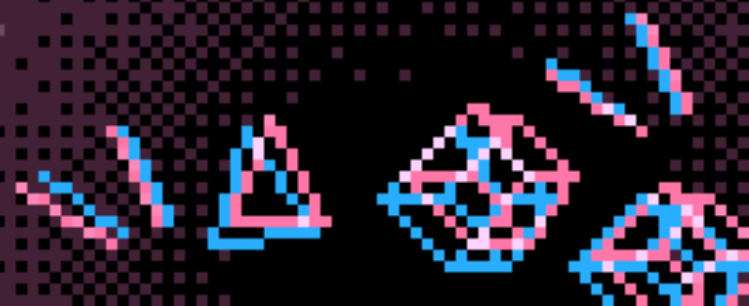
LUA: NUMBERS

- ?123
- ?1.5+12
- ?MAX(4,8)
- A=12 B=3
- ?A/B



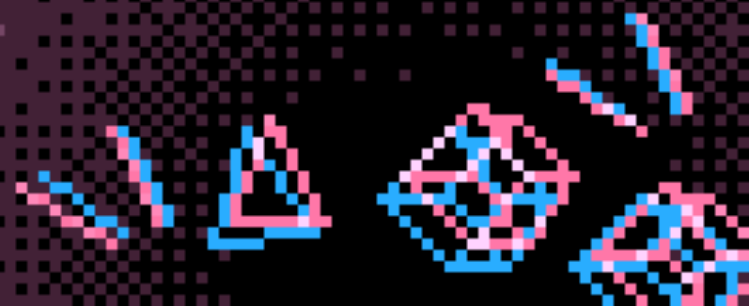
LUA: MATHEMATICS

- $+$ $-$ $*$ $/$ \wedge
- $+=$ $-=$ $*=$ $/=$
- $\text{MIN}()$ $\text{MAX}()$ $\text{NID}()$
- $\text{SQRT}()$
- $\text{SIN}()$ $\text{COS}()$ $\text{ATAN2}()$
- $\text{RND}()$



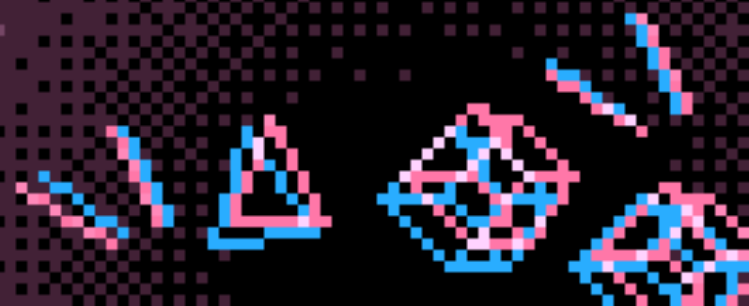
LUA: BOOLEANS

- TRUE ET FALSE
- A==B A!=B
- A AND B
- A OR B
- A AND B OR C
- A AND 12 OR 42
- ATTENTION : 0 VAUT TRUE



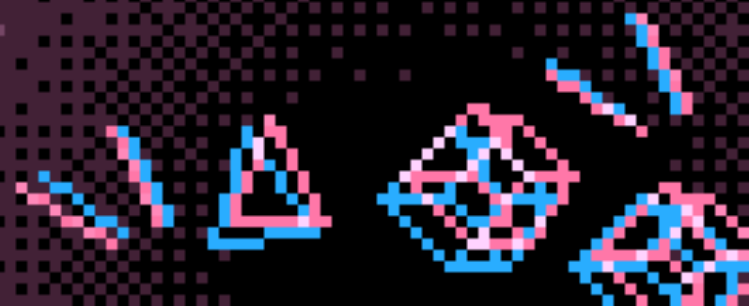
LUA: STRINGS

- `A="ABCDEF"`
- `?A`
- `?#A`
- `?A..12`
- `?SUB(A,2,3)`



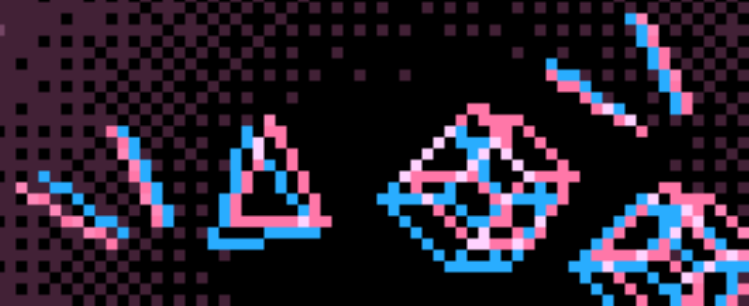
LUA: TABLES 1/3

- `T={10,20,30}`
- `?T[1]`
- `T[2]="ABC"`
- `?T[2]`
- `?T[4]`
- `?#T`



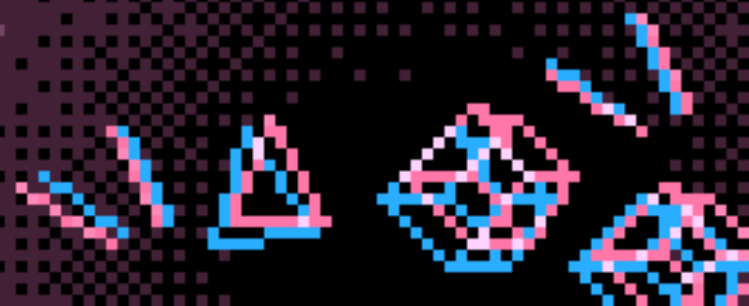
LUA: TABLES 2/3

- `T={x=10,y=20}`
- `?T.x`
- `T.pouet_pouet=T.x+T.y`
- `?T.pouet_pouet`



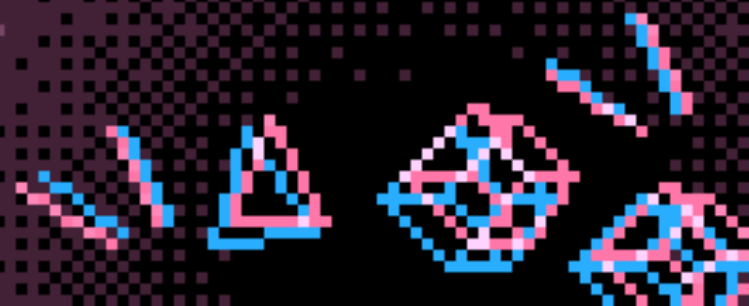
LUA: TABLES 3/3

- `T={E1,E2,E3}`
- `ADD(T,ELEN)`
- `ADD(T,OTHER_ELEN)`
- `DEL(T,ELEN)`
- `FOR X IN ALL(T) DO ***** END`



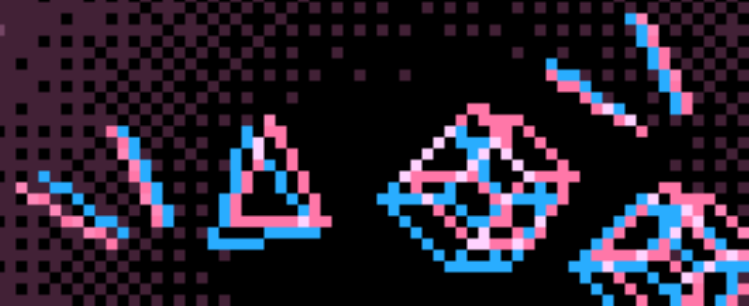
LUA: FUNCTIONS

- FUNCTION DOUBLE(X)
 RETURN X*2
END
- FUNCTION TOTO(A,B,C)
 RETURN A-B,B-C
END
- X,Y=TOTO(1,2,3)



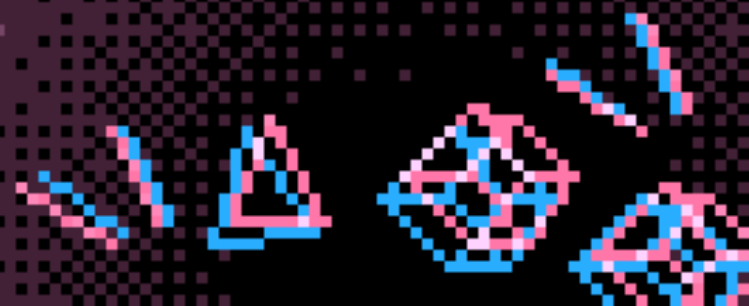
LA BOUCLE DE JEU

- FUNCTION _INIT()
END
- FUNCTION _UPDATE()
END
- FUNCTION _DRAW()
END



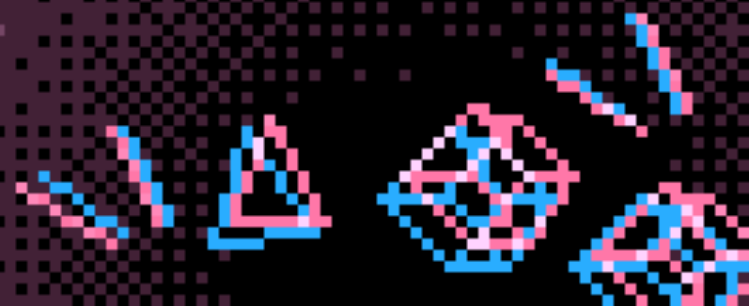
GRAPHISME 1/3

- ECRAN: 128x128
- PALETTE: 16 COULEURS
- CLS()
- COLOR()
- PAL() PALT()
- PRINT()



GRAPHICS 2/3

- PSET() PGET()
- LINE()
- CIRC() CIRCFILL()
- RECT() RECTFILL()



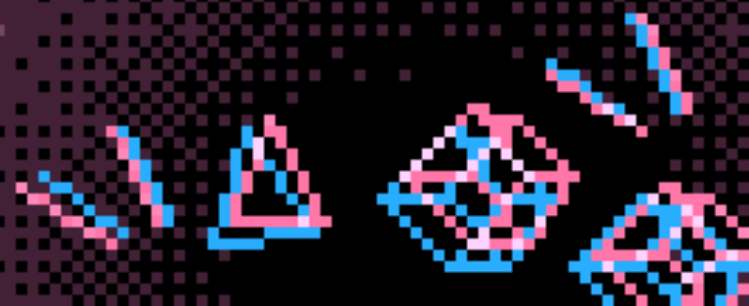
GRAPHICS 3/3



- **SPR()**

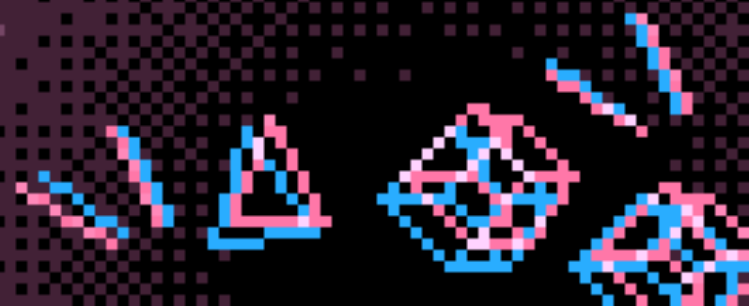
- **SSPR()**

- **MAP()**



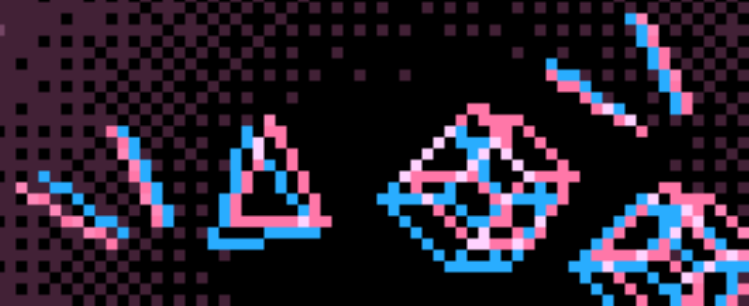
Son ET musique

- `SFX()`
- `MUS()`



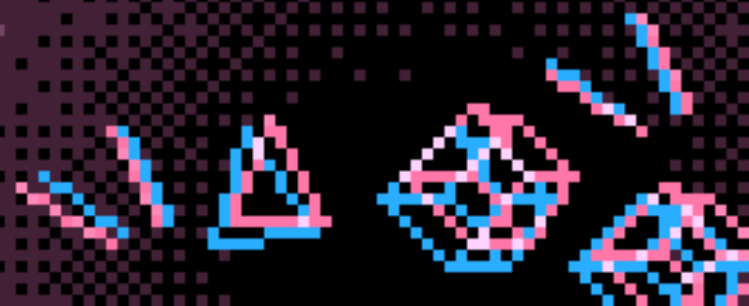
CONTROLES ET SYSTEME

- `BTN()`
- `BTNP()`
- `T()`
- `PEEK()` `POKE()` `STAT()`



ALLER PLUS LOIN

- SPLORE
- FORUMS OFFICIELS :
WWW.LEXALOFFLE.COM/BB3
- WIKI :
PICO-8.FANDOM.COM
- CHAT DISCORD :
DISCORD.GG/EW486E4



C'EST PARTI !

- FAISONS UN PETIT JEU ENSEMBLE

