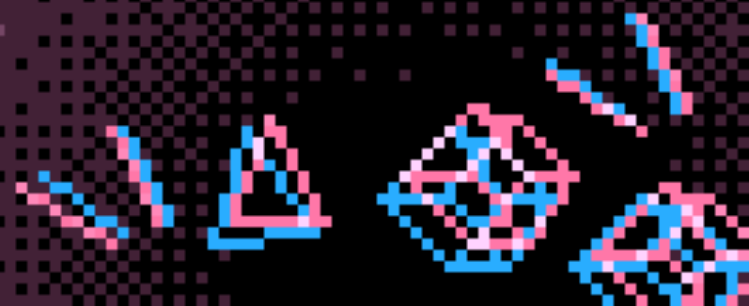


# ATELIER PICO-8



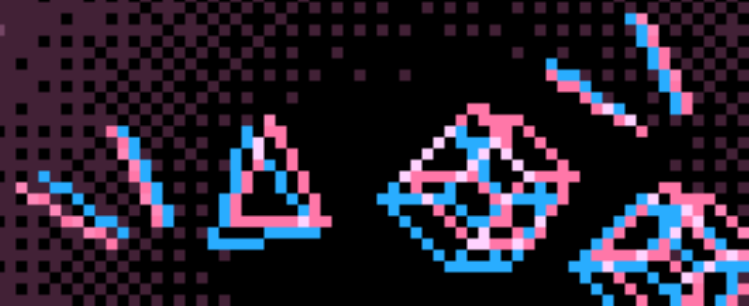
PAR NUSAN & SAN HOCEVAR  
COOKIE PARTY - 26 OCTOBRE 2019



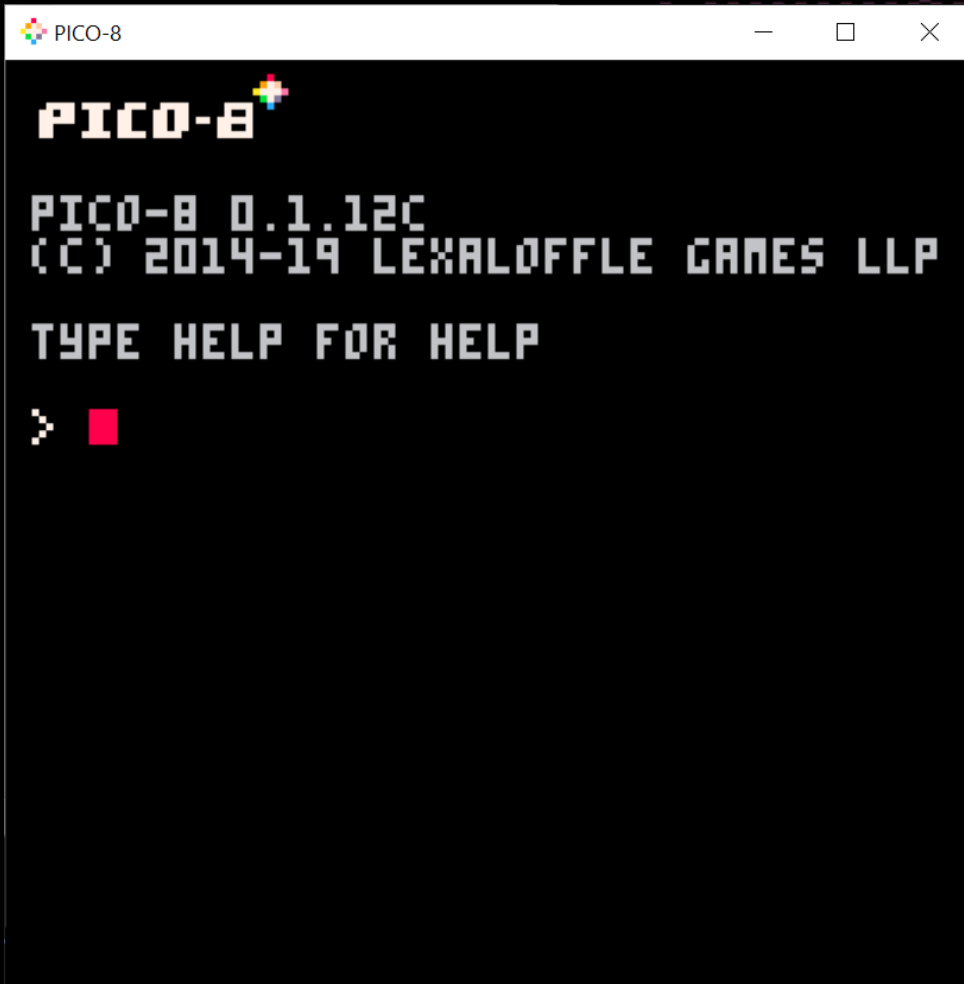
# PRESENTATION



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



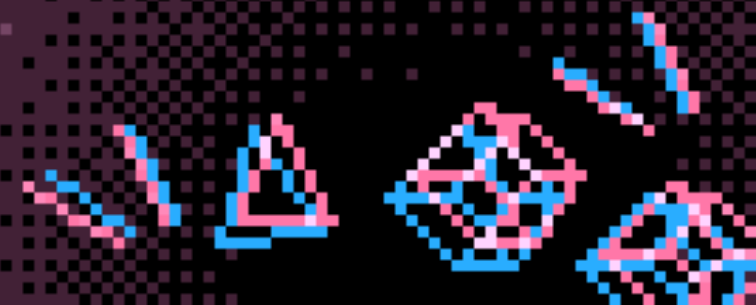
# PREMIERS PAS



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.

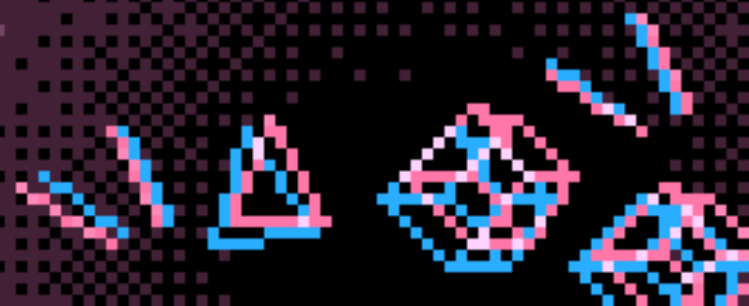
```
PICO-8  
PICO-8 0.1.12C  
(C) 2014-19 LEXALOFFLE GAMES LLP  
TYPE HELP FOR HELP  
> ■
```

- INSTALL\_DEMOS
- DIR CD LOAD
- RUN - CTRL+R
- SAVE - CTRL+S
- FOLDER

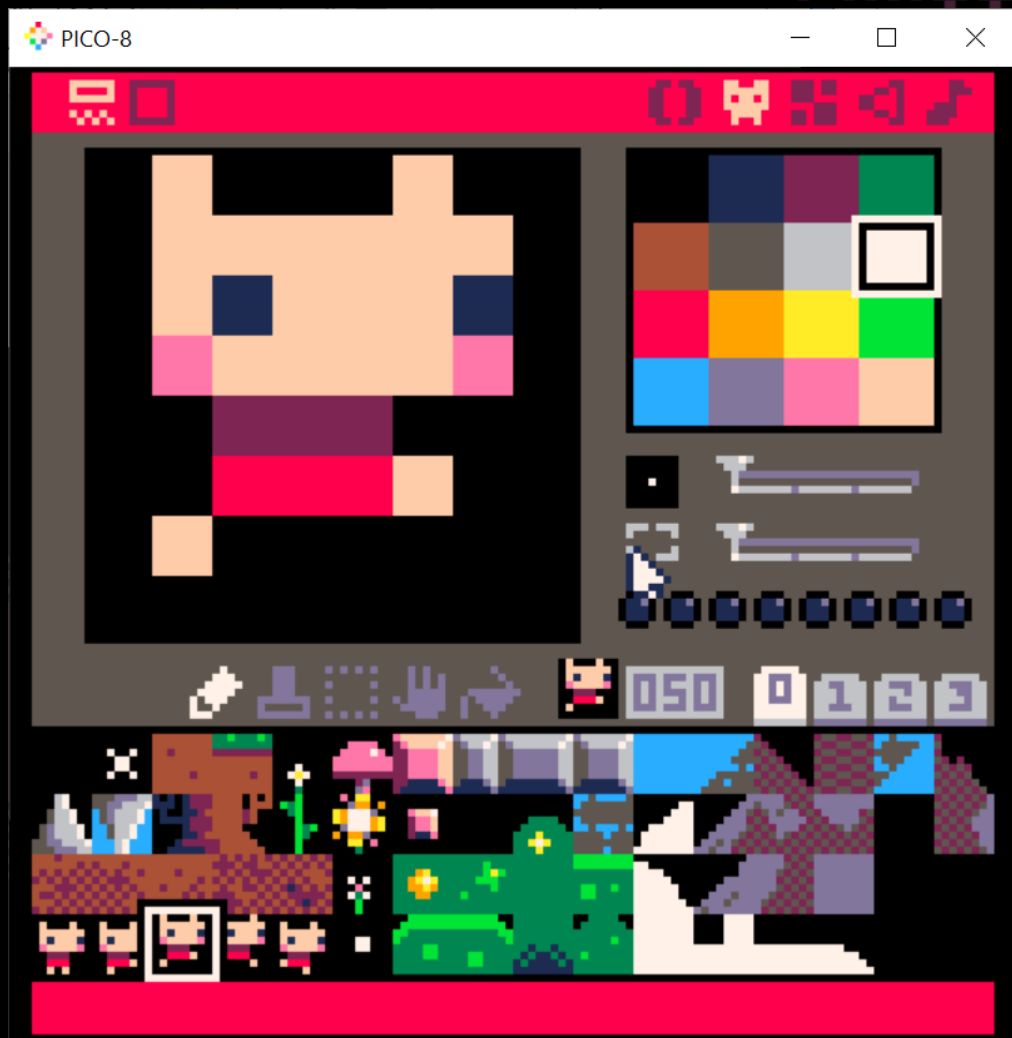


# RACCOURCIS CLAVIER

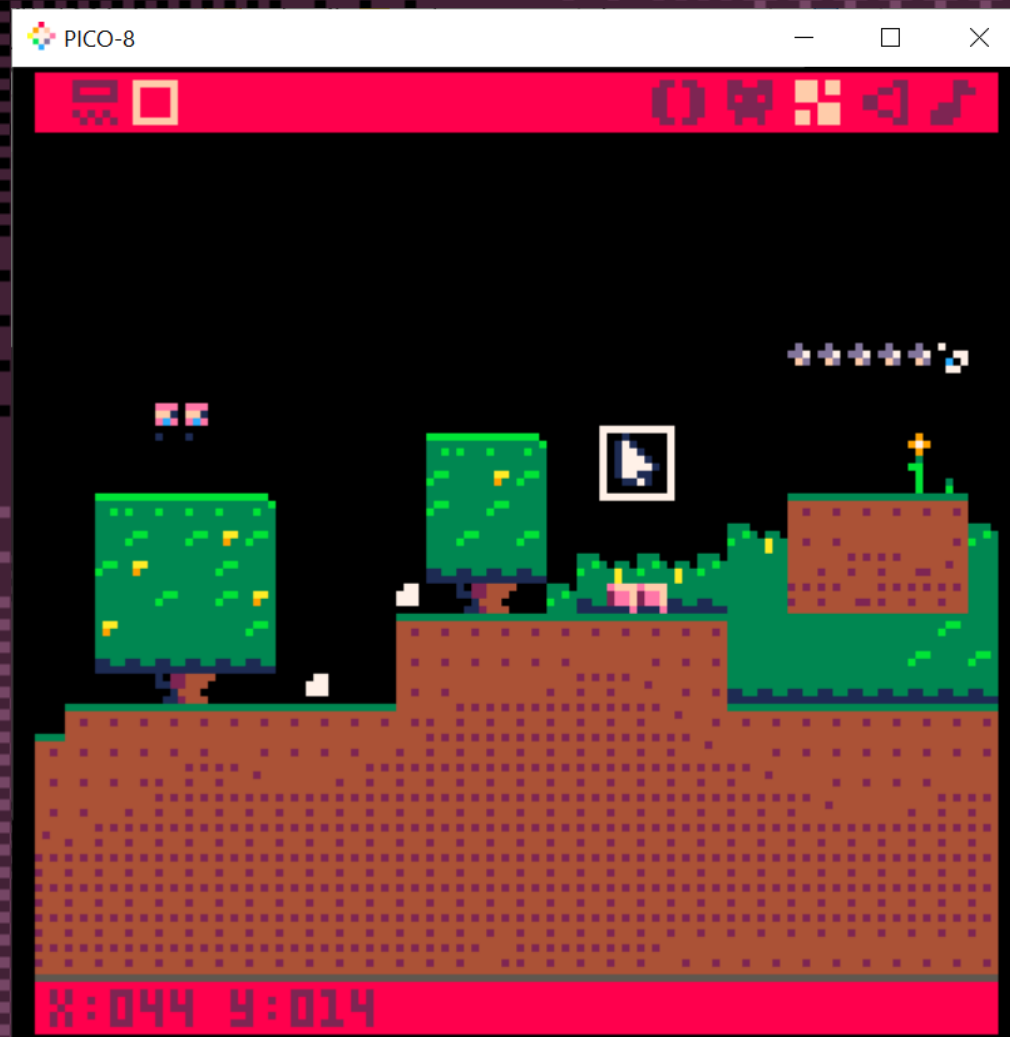
- F1 : SCREENSHOT
- F3 : DEBUT D'ENREGISTREMENT
- F4 : SAUVER LA VIDEO EN GIF
- CTRL-N : COUPER LE SON



# EDITEUR DE SPRITES



# EDITEUR DE MAPS



# EDITOR DE SFM

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

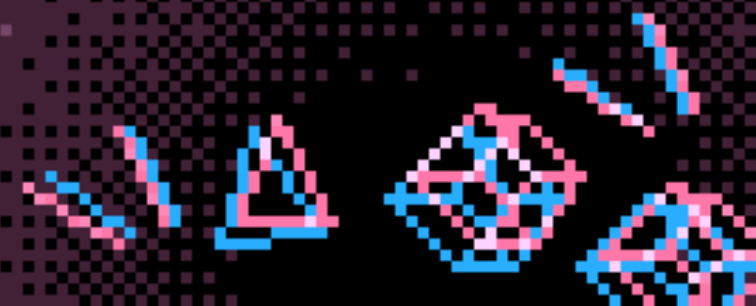
05 SPD 16 LOOP 00 00

:PITCH

:VOLUME


NOTE: 20

# EDITEUR DE MUSIQUE





# EDITEUR DE CODE



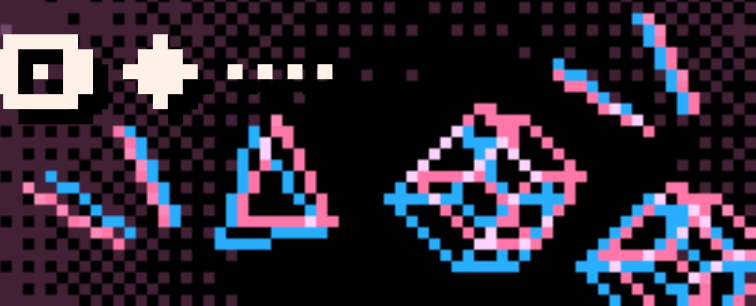
```
PICO-8
+
()
VAL1 = MGET(X+1,Y)
IF (VAL0 == 0 OR VAL1 == 0) THEN
  MSET(X,Y,0)
ELSEIF (NOT FGET(VAL1,1)) THEN
  MSET(X,Y,VAL1)
ELSE
  MSET(X,Y,VAL0)
END
END
END

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
```

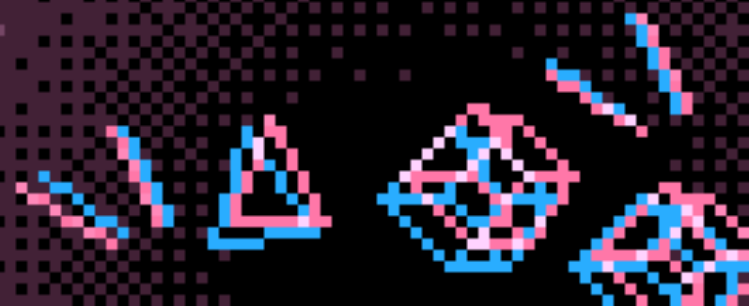
LINE 100/724 2404/8192

- LANGUAGE LUA 5.2
- VERSION "LIGHT",  
PEU DE FONCTIONS
- QUELQUES AJOUTS DE  
SYNTAXE
  - += -= !=
  - \*02/0+...



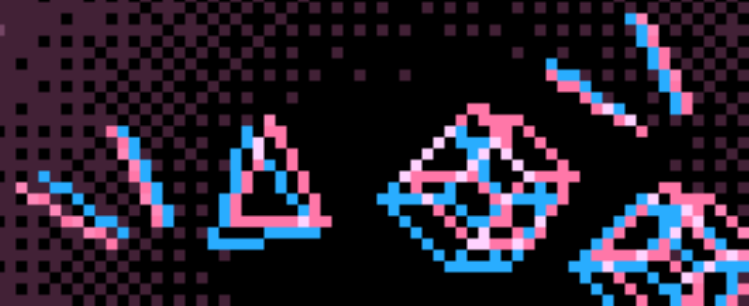
# LUA: SYNTAXE 1/3

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



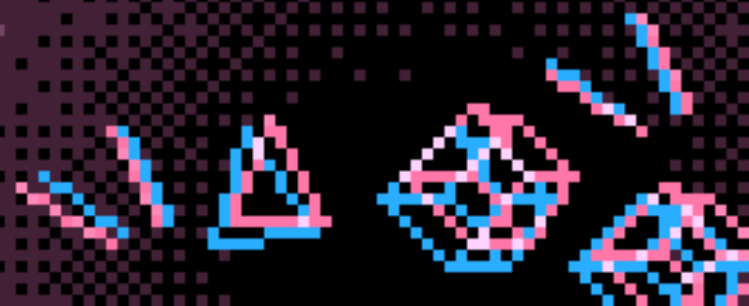
# LUA: SYNTAX 2/3

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



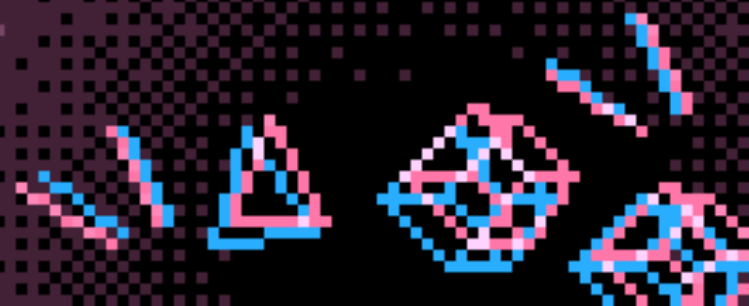
# LUA: SYNTAXE 3/3

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



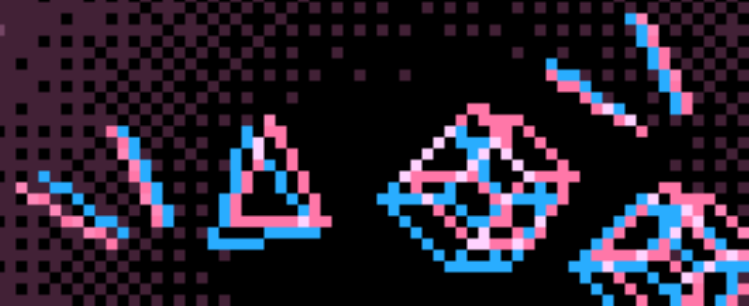
# LUA: NUMBERS

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



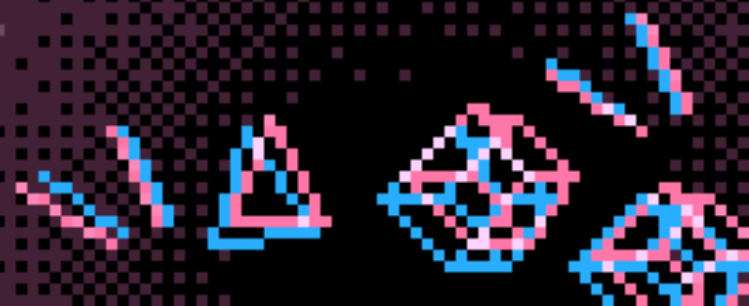
# LUA: MATHEMATICS

- $+$   $-$   $*$   $/$   $\wedge$
- $+=$   $-=$   $*=$   $/=$
- `MIN()` `MAX()` `ABS()`
- `SQRT()`
- `SIN()` `COS()` `ATAN2()`
- `RND()`



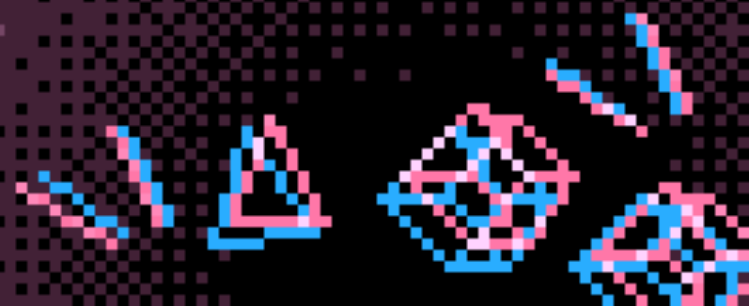
# LUA: STRINGS

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



# LUA: TABLES 1/3

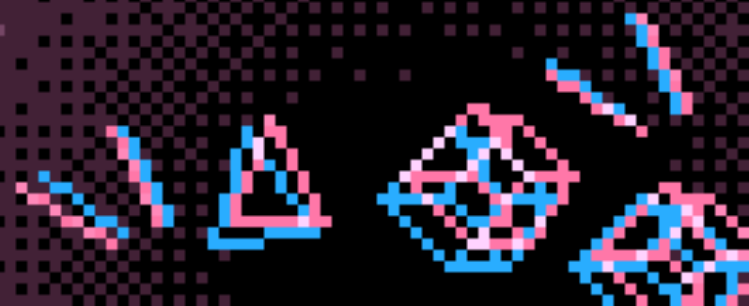
- `T={10,20,30}`
- `?T[1]`
- `T[2]="ABC"`
- `?T[2]`
- `?T[4]`
- `?#T`





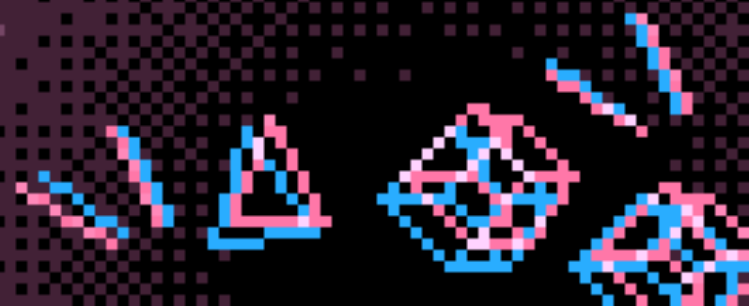
# LUA: TABLES 2/3

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



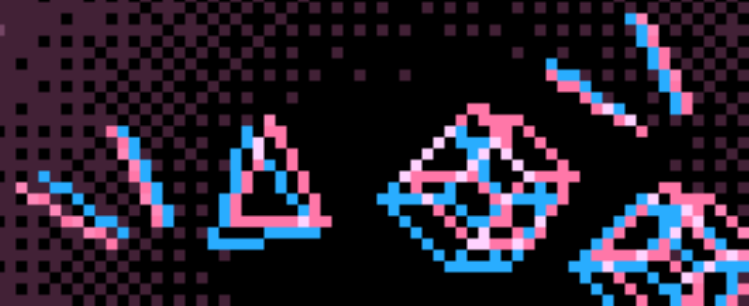
# LUA: TABLES 3/3

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



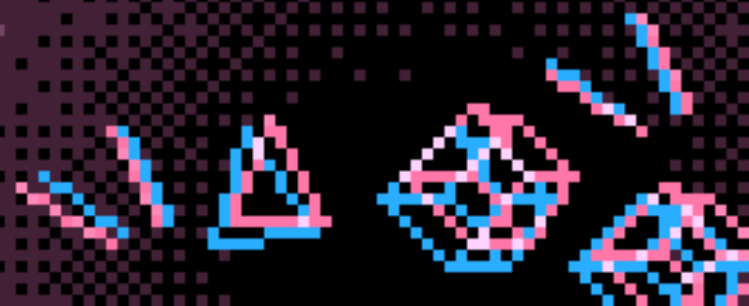
# LUA: FUNCTIONS

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



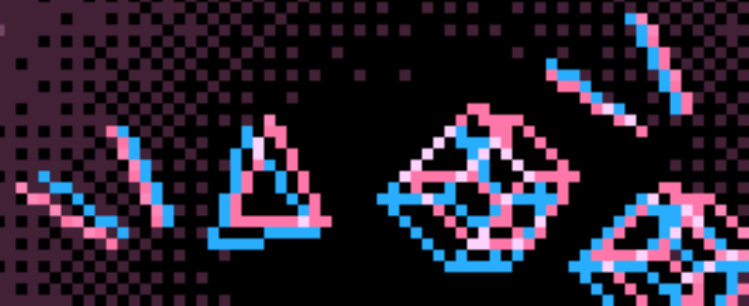
# LA BOUCLE DE JEU

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



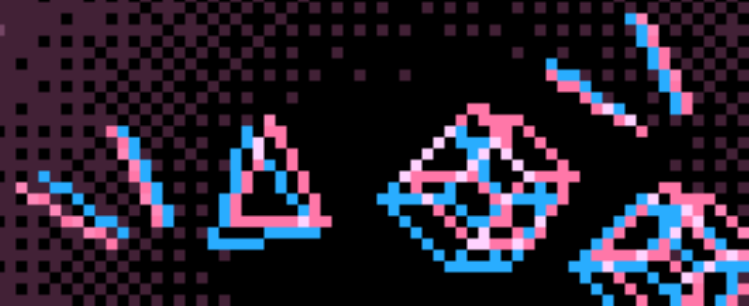
# GRAPHISME 1/3

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



# GRAPHICS 2/3

- PSET() PGET()
- LINE()
- CIRC() CIRCFill()
- RECT() RECTFill()



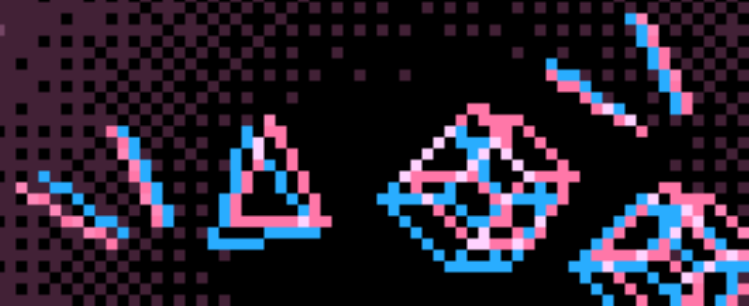
# GRAPHICS 3/3



- **SPR()**

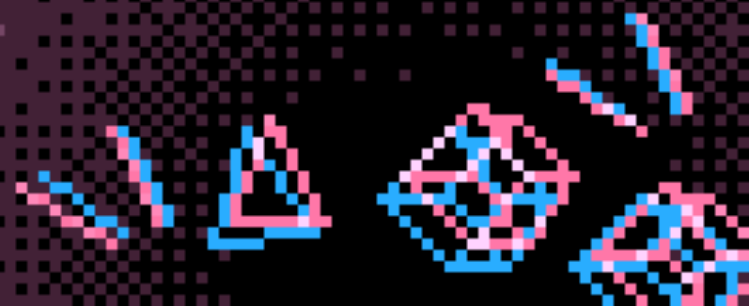
- **SSPR()**

- **MAP()**



# Son ET musique

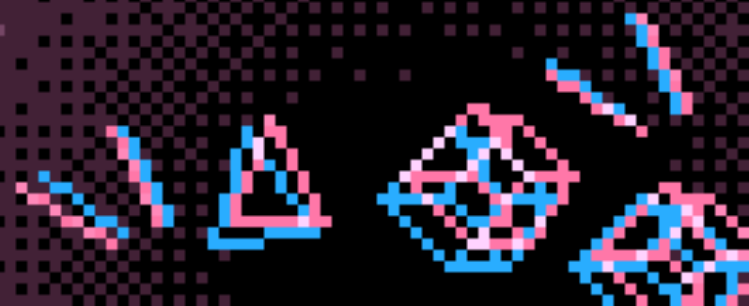
- `SFX()`
- `MUS()`





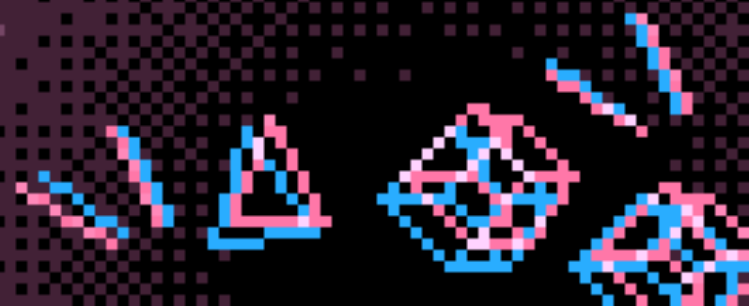
# CONTROLES ET SYSTEME

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



# ALLER PLUS LOIN

- SPLORE
- FORUMS OFFICIELS :  
[WWW.LEXALOFFLE.COM/BB3](http://WWW.LEXALOFFLE.COM/BB3)
- WIKI :  
[PICO-8.FANDOM.COM](http://PICO-8.FANDOM.COM)
- CHAT DISCORD :  
[DISCORD.GG/EW486E4](https://DISCORD.GG/EW486E4)



# C'EST PARTI !

- FAISONS UN PETIT JEU ENSEMBLE

