

ANTISHECHES PICO-8

Ligne de commande

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

Variables & Types

```
A=NIL
X=23
LOCAL S="TEXT"
T={NAME="JOE", AGE="32"}
```

Opérateurs

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

Fonctions

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

Bloc If

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

Boucles

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

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

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

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

Tableaux

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

Fonctions spéciales

```
_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])
```

Couleurs

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

Pixel

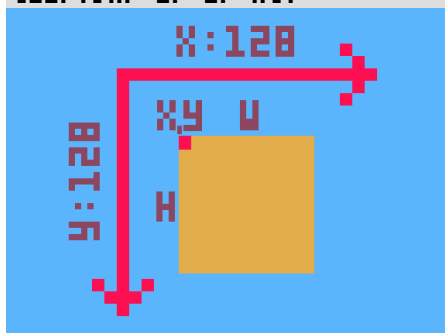
```
PSET(X, Y, [C])
PGET(X,Y)
```

Formes

```
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])
```

Écran

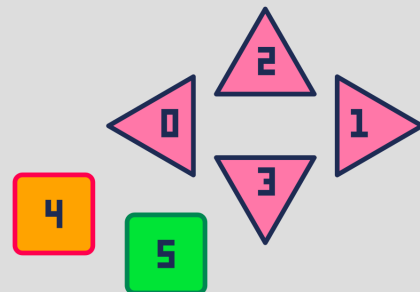
```
CLS()
CAMERA(X, Y)
CLIP(X, Y, W, H)
```



Tilemap

```
TGET(X, Y)
TSET(X, Y, 4)
MAP(MAP_X, MAP_Y,
  SCREEN_X, SCREEN_Y,
  WIDTH, HEIGHT, [LAYER])
```

Contrôles



Joueur 1:

←↑↓→ Y,X/C,V/N,M

Joueur 2:

ASDF, LSHIFT, A

BTN(I, [P])

BTNP(I, [P])

Son

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

Musique

instrument effet
note 
octave volume

- 0 AUCUN
- 1 GLISSANDO
- 2 VIBRATO
- 3 PERCUSSION
- 4 FONDU OUVERTURE
- 5 FONDU FERMETURE
- 6 ARPEGGIO RAPIDE
- 7 ARPEGGIO LENT

Maths

```
ABS(X), ATAN2(OX, OY),
COS(X), SIN(X),
FLR(X), MAX(X,Y), MIN(X,Y),
RND(X), SGN(X), SORT(X)
```

Raccourcis

Communs:

Sauver: CTRL+S
Changer mode: ESC
Relancer jeu: CTRL+R

Éditeur:

Annuler: CTRL+Z
Rétablir: CTRL+Y
Chercher: CTRL+F
Chercher suiv.: CTRL+G
Fonction suiv.: Alt+↑↓

Pico-8 Cheatsheet. Version 2.1(fr). Collected by [@ztiromoritz](#). French Translation by [@gozilu](#). Font: [Joseph White](#). TTF by [RhythmLynx](#). Inspired by [@neko250/pico-8 api](#) and [@obone/picozine-3](#).