

# keyword.txt de base de l'IDE dans dossier \lib

keyword.txt

```
#FUNCTIONS COLOR          #D35400 - ORANGE          KEYWORD1
#FUNCTIONS COLOR          #D35400 - ORANGE          KEYWORD2
#STRUCTURE COLORS        #728E00 - GREEN          KEYWORD3
#VARIABLES COLOR         #00979C - BLUE           LITERAL1

# LITERAL1 specifies constants

HIGH    LITERAL1    Constants    RESERVED_WORD_2
LOW    LITERAL1    Constants    RESERVED_WORD_2
INPUT  LITERAL1    Constants    RESERVED_WORD_2
INPUT_PULLUP    LITERAL1    Constants    RESERVED_WORD_2
OUTPUT LITERAL1    Constants    RESERVED_WORD_2
DEC    LITERAL1    Serial_Print    RESERVED_WORD_2
BIN    LITERAL1    Serial_Print    RESERVED_WORD_2
HEX    LITERAL1    Serial_Print    RESERVED_WORD_2
OCT    LITERAL1    Serial_Print    RESERVED_WORD_2
PI     LITERAL1    RESERVED_WORD_2
HALF_PI LITERAL1    RESERVED_WORD_2
TWO_PI LITERAL1    RESERVED_WORD_2
LSBFIRST    LITERAL1    ShiftOut    RESERVED_WORD_2
MSBFIRST    LITERAL1    ShiftOut    RESERVED_WORD_2
CHANGE     LITERAL1    AttachInterrupt    RESERVED_WORD_2
FALLING    LITERAL1    AttachInterrupt    RESERVED_WORD_2
RISING     LITERAL1    AttachInterrupt    RESERVED_WORD_2
DEFAULT    LITERAL1    AnalogReference    RESERVED_WORD_2
EXTERNAL   LITERAL1    AnalogReference    RESERVED_WORD_2
INTERNAL   LITERAL1    AnalogReference    RESERVED_WORD_2
INTERNAL1V1 LITERAL1    AnalogReference    RESERVED_WORD_2
INTERNAL2V56 LITERAL1    AnalogReference    RESERVED_WORD_2
LED_BUILTIN LITERAL1    Constants    RESERVED_WORD_2
LED_BUILTIN_RX LITERAL1    Constants    RESERVED_WORD_2
LED_BUILTIN_TX LITERAL1    Constants    RESERVED_WORD_2

DIGITAL_MESSAGE LITERAL1    Constants    RESERVED_WORD_2
FIRMATA_STRING  LITERAL1    Constants    RESERVED_WORD_2
ANALOG_MESSAGE  LITERAL1    Constants    RESERVED_WORD_2
REPORT_DIGITAL  LITERAL1    Constants    RESERVED_WORD_2
REPORT_ANALOG   LITERAL1    Constants    RESERVED_WORD_2
SET_PIN_MODE    LITERAL1    Constants    RESERVED_WORD_2
SYSTEM_RESET    LITERAL1    Constants    RESERVED_WORD_2
SYSEX_START     LITERAL1    Constants    RESERVED_WORD_2

auto    LITERAL1    RESERVED_WORD_2
```

int8_t	LITERAL1		RESERVED_WORD_2
int16_t	LITERAL1		RESERVED_WORD_2
int32_t	LITERAL1		RESERVED_WORD_2
int64_t	LITERAL1		RESERVED_WORD_2
uint8_t	LITERAL1		RESERVED_WORD_2
uint16_t	LITERAL1		RESERVED_WORD_2
uint32_t	LITERAL1		RESERVED_WORD_2
uint64_t	LITERAL1		RESERVED_WORD_2
char16_t	LITERAL1		RESERVED_WORD_2
char32_t	LITERAL1		RESERVED_WORD_2
operator	LITERAL1		RESERVED_WORD_2
enum	LITERAL1		RESERVED_WORD_2
delete	LITERAL1		RESERVED_WORD_2
bool	LITERAL1		RESERVED_WORD_2
boolean	LITERAL1	BooleanVariables	RESERVED_WORD_2
byte	LITERAL1	Byte	RESERVED_WORD_2
char	LITERAL1	Char	RESERVED_WORD_2
const	LITERAL1	Const	RESERVED_WORD_2
false	LITERAL1	Constants	LITERAL_BOOLEAN
float	LITERAL1	Float	RESERVED_WORD_2
double	LITERAL1		RESERVED_WORD_2
null	LITERAL1		RESERVED_WORD_2
NULL	LITERAL1		RESERVED_WORD_2
int	LITERAL1	Int	RESERVED_WORD_2
long	LITERAL1	Long	RESERVED_WORD_2
new	LITERAL1		RESERVED_WORD_2
private	LITERAL1		RESERVED_WORD_2
protected	LITERAL1		RESERVED_WORD_2
public	LITERAL1		RESERVED_WORD_2
short	LITERAL1		RESERVED_WORD_2
signed	LITERAL1		RESERVED_WORD_2
static	LITERAL1	Static	RESERVED_WORD_2
volatile	LITERAL1	Volatile	RESERVED_WORD_2
String	LITERAL1	String	RESERVED_WORD_2
void	LITERAL1	Void	RESERVED_WORD_2
true	LITERAL1		LITERAL_BOOLEAN
unsigned	LITERAL1		RESERVED_WORD_2
word	LITERAL1		RESERVED_WORD_2
array	LITERAL1	Constants	RESERVED_WORD_2
sizeof	LITERAL1	Constants	RESERVED_WORD_2
dynamic_cast	LITERAL1	Constants	RESERVED_WORD_2
typedef	LITERAL1	Constants	RESERVED_WORD_2
const_cast	LITERAL1	Constants	RESERVED_WORD_2
struct	LITERAL1	Constants	RESERVED_WORD_2
static_cast	LITERAL1	Constants	RESERVED_WORD_2
union	LITERAL1	Constants	RESERVED_WORD_2
friend	LITERAL1	Constants	RESERVED_WORD_2
extern	LITERAL1	Constants	RESERVED_WORD_2

```

class LITERAL1 Constants RESERVED_WORD_2
reinterpret_cast LITERAL1 Constants RESERVED_WORD_2
register LITERAL1 Constants RESERVED_WORD_2
explicit LITERAL1 Constants RESERVED_WORD_2
inline LITERAL1 Constants RESERVED_WORD_2
_Bool LITERAL1 Constants RESERVED_WORD_2
complex LITERAL1 Constants RESERVED_WORD_2
_Complex LITERAL1 Constants RESERVED_WORD_2
_Imaginary LITERAL1 Constants RESERVED_WORD_2
atomic_bool LITERAL1 Constants RESERVED_WORD_2
atomic_char LITERAL1 Constants RESERVED_WORD_2
atomic_schar LITERAL1 Constants RESERVED_WORD_2
atomic_uchar LITERAL1 Constants RESERVED_WORD_2
atomic_short LITERAL1 Constants RESERVED_WORD_2
atomic_ushort LITERAL1 Constants RESERVED_WORD_2
atomic_int LITERAL1 Constants RESERVED_WORD_2
atomic_uint LITERAL1 Constants RESERVED_WORD_2
atomic_long LITERAL1 Constants RESERVED_WORD_2
atomic_ulong LITERAL1 Constants RESERVED_WORD_2
atomic_llong LITERAL1 Constants RESERVED_WORD_2
atomic_ullong LITERAL1 Constants RESERVED_WORD_2
virtual LITERAL1 Constants RESERVED_WORD_2
PROGMEM LITERAL1 Constants RESERVED_WORD_2

```

# KEYWORD2 specifies methods and functions

```

abs KEYWORD2 Abs
acos KEYWORD2 ACos
acosf KEYWORD2
asin KEYWORD2 ASin
asinf KEYWORD2
atan KEYWORD2 ATan
atan2 KEYWORD2 ATan2
atan2f KEYWORD2
atanf KEYWORD2
cbrt KEYWORD2
cbrtf KEYWORD2
ceil KEYWORD2 Ceil
ceilf KEYWORD2
constrain KEYWORD2 Constrain
copysign KEYWORD2
copysignf KEYWORD2
cos KEYWORD2 Cos
cosf KEYWORD2
cosh KEYWORD2
coshf KEYWORD2
degrees KEYWORD2
exp KEYWORD2 Exp
expf KEYWORD2
fabs KEYWORD2
fabsf KEYWORD2

```

```
fdim KEYWORD2
fdimf KEYWORD2
floor KEYWORD2 Floor
floorf KEYWORD2
fma KEYWORD2
fmaf KEYWORD2
fmax KEYWORD2
fmaxf KEYWORD2
fmin KEYWORD2
fminf KEYWORD2
fmod KEYWORD2
fmodf KEYWORD2
hypot KEYWORD2
hypotf KEYWORD2
isfinite KEYWORD2
isinf KEYWORD2
isnan KEYWORD2
ldexp KEYWORD2
ldexpf KEYWORD2
log KEYWORD2 Log
log10 KEYWORD2
log10f KEYWORD2
logf KEYWORD2
lrint KEYWORD2
lrintf KEYWORD2
lround KEYWORD2
lroundf KEYWORD2
map KEYWORD2 Map
max KEYWORD2 Max
min KEYWORD2 Min
pow KEYWORD2 Pow
powf KEYWORD2
radians KEYWORD2
random KEYWORD2 Random
randomSeed KEYWORD2 RandomSeed
round KEYWORD2
roundf KEYWORD2
signbit KEYWORD2
sin KEYWORD2 Sin
sinf KEYWORD2
sinh KEYWORD2
sinhf KEYWORD2
sq KEYWORD2 Sq
sqrt KEYWORD2 Sqrt
sqrtf KEYWORD2
tan KEYWORD2 Tan
tanf KEYWORD2
tanh KEYWORD2
tanhf KEYWORD2
```

```
trunc    KEYWORD2
truncf   KEYWORD2

bitRead  KEYWORD2    BitRead
bitWrite KEYWORD2    BitWrite
bitSet   KEYWORD2    BitSet
bitClear KEYWORD2    BitClear
bit      KEYWORD2    Bit
highByte KEYWORD2    HighByte
lowByte  KEYWORD2    LowByte

analogReference KEYWORD2    AnalogReference
analogRead      KEYWORD2    AnalogRead
analogReadResolution KEYWORD2    AnalogReadResolution
analogWrite     KEYWORD2    AnalogWrite
analogWriteResolution KEYWORD2    AnalogWriteResolution
attachInterrupt KEYWORD2    AttachInterrupt
detachInterrupt KEYWORD2    DetachInterrupt
digitalPinToInterrupt KEYWORD2    DigitalPinToInterrupt
delay           KEYWORD2    Delay
delayMicroseconds KEYWORD2    DelayMicroseconds
digitalWrite    KEYWORD2    DigitalWrite
digitalRead     KEYWORD2    DigitalRead
interrupts      KEYWORD2
millis          KEYWORD2    Millis
micros         KEYWORD2    Micros
noInterrupts   KEYWORD2    NoInterrupts
noTone         KEYWORD2    NoTone
pinMode        KEYWORD2    PinMode
pulseIn        KEYWORD2    PulseIn
pulseInLong    KEYWORD2    PulseInLong
shiftIn         KEYWORD2    ShiftIn
shiftOut        KEYWORD2    ShiftOut
tone           KEYWORD2    Tone
yield          KEYWORD2    Yield

Stream KEYWORD2
Serial  KEYWORD1    Serial    DATA_TYPE
Serial1 KEYWORD1    Serial    DATA_TYPE
Serial2 KEYWORD1    Serial    DATA_TYPE
Serial3 KEYWORD1    Serial    DATA_TYPE
SerialUSB KEYWORD1    Serial    DATA_TYPE
begin   KEYWORD2    Serial_Begin
end     KEYWORD2    Serial_End
peek    KEYWORD2    Serial_Peek
read    KEYWORD2    Serial_Read
print   KEYWORD2    Serial_Print
println KEYWORD2    Serial_Println
available KEYWORD2    Serial_Available
availableForWrite KEYWORD2
flush    KEYWORD2    Serial_Flush
```

```
setTimeout KEYWORD2
find KEYWORD2
findUntil KEYWORD2
parseInt KEYWORD2
parseFloat KEYWORD2
readBytes KEYWORD2
readBytesUntil KEYWORD2
readString KEYWORD2
readStringUntil KEYWORD2
trim KEYWORD2
toUpperCase KEYWORD2
toLowerCase KEYWORD2
charAt KEYWORD2
compareTo KEYWORD2
concat KEYWORD2
endsWith KEYWORD2
startsWith KEYWORD2
equals KEYWORD2
equalsIgnoreCase KEYWORD2
getBytes KEYWORD2
indexOf KEYWORD2
lastIndexOf KEYWORD2
length KEYWORD2
replace KEYWORD2
setCharAt KEYWORD2
substring KEYWORD2
toArray KEYWORD2
toInt KEYWORD2

Keyboard KEYWORD1 DATA_TYPE
Mouse KEYWORD1 DATA_TYPE
press KEYWORD2
release KEYWORD2
releaseAll KEYWORD2
accept KEYWORD2
click KEYWORD2
move KEYWORD2
isPressed KEYWORD2

isAlphaNumeric KEYWORD2
isAlpha KEYWORD2
isAscii KEYWORD2
isWhitespace KEYWORD2
isControl KEYWORD2
isDigit KEYWORD2
isGraph KEYWORD2
isLowerCase KEYWORD2
isPrintable KEYWORD2
isPunct KEYWORD2
```

```
isSpace KEYWORD2
isUpperCase KEYWORD2
isHexadecimalDigit KEYWORD2

# KEYWORD3 specifies structures

break KEYWORD3 Break RESERVED_WORD
case KEYWORD3 SwitchCase RESERVED_WORD
override KEYWORD3 RESERVED_WORD
final KEYWORD3 RESERVED_WORD
continue KEYWORD3 Continue RESERVED_WORD
default KEYWORD3 SwitchCase RESERVED_WORD
do KEYWORD3 DoWhile RESERVED_WORD
else KEYWORD3 Else RESERVED_WORD
for KEYWORD3 For RESERVED_WORD
if KEYWORD3 If RESERVED_WORD
return KEYWORD3 Return RESERVED_WORD
goto KEYWORD3 RESERVED_WORD

switch KEYWORD3 SwitchCase RESERVED_WORD
throw KEYWORD3 RESERVED_WORD
try KEYWORD3 RESERVED_WORD
while KEYWORD3 While RESERVED_WORD

setup KEYWORD3 Setup RESERVED_WORD
loop KEYWORD3 Loop RESERVED_WORD
export KEYWORD3 RESERVED_WORD

not KEYWORD3 If RESERVED_WORD
or KEYWORD3 If RESERVED_WORD
and KEYWORD3 If RESERVED_WORD
xor KEYWORD3 If RESERVED_WORD

# operators aren't highlighted, but may have documentation

+= IncrementCompound
+ Arithmetic
[] arrayaccess
= assign
& BitwiseAnd
| BitwiseAnd
^ BitwiseAnd
~ BitwiseXorNot
,
// Comments
?:
{} Braces
-- Increment
/ Arithmetic
/* Comments
. dot
```

```
==      If
<       If
<=      If
++      Increment
!=      If
<<      Bitshift
>       If
>=      If
&&      Boolean
!       Boolean
||      Boolean
-       Arithmetic
%       Modulo
*       Arithmetic
()      parentheses
>>      Bitshift
;       SemiColon
-=      DecrementCompound

#include  KEYWORD3      PREPROCESSOR
#define  KEYWORD3      PREPROCESSOR
#elif   KEYWORD3      PREPROCESSOR
#else   KEYWORD3      PREPROCESSOR
#error  KEYWORD3      PREPROCESSOR
#if     KEYWORD3      PREPROCESSOR
#ifdef  KEYWORD3      PREPROCESSOR
#ifndef KEYWORD3      PREPROCESSOR
#pragma KEYWORD3      PREPROCESSOR
#warning KEYWORD3      PREPROCESSOR
```

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