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
```

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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
```

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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
toCharArray 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
```