

keyword.txt dossier /lib

keyword.txt

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#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

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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

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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

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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

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```
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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