

# 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
getBytes KEYWORD2
getBytesUntil 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
```

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