Pyglet

Installation (from command line)
```
(venv)$ python -m pip install pyglet
```

Window and loop of events
```
import pyglet
window = pyglet.window.Window()
pyglet.app.run()
```

Register functions to events
```
window.push_handlers(
    on_draw=draw_window,
    on_text=process_text,
)
```

Interesting events

on_draw()	Render window
on_key_press(sym, mod)	Key press (sym – from pyglet.window.key)
on_key_release(sym, mod)	Key release (mod – MOD_* from pyglet.window.key)
on_text(text)	Text input
on_text_motion(m)	Cursor move (m–MOTION_*from pyglet.window.key)
on_mouse_press(x, y, b, mod)	Mouse pressed (b–button, pyglet.window.mouse)
on_mouse_release(x, y, b, mod)	Mouse button released
on_mouse_motion(x, y, dx, dy)	Mouse motion (dx, dy – distances)
on_mouse_scroll(x, y, sx, sy)	Mouse scroll (x,y – where, sx,sy – how much)
on_mouse_enter(x, y)	Mouse entered some area
on_mouse_leave(x, y)	Mouse left some area
on_show()	Show window
on_hide()	Hide window
on_close()	Tries to close window (return True prevent closure)

Pictures
```
picture = pyglet.image.load('name.png')
sprite = pyglet.sprite.Sprite(picture)
```

sprite.draw()	Rendering (within on_draw window!)
sprite.x	X coordination
sprite.y	Y coordination
sprite.rotation	Rotation (in degrees)
sprite.scale	Enlargement (default 1)
sprite.img	Image
sprite.color	Colour (blend) – 3 numbers, each from 0 (dark) to 255 (saturated)

Time

pyglet.clock.schedule_interval(my_ticking_function, 1/30)
Calls function every 1/30 of a second (0.033 second)

pyglet.clock.schedule_once(my_onetime_function, 1/2)
Calls function once after half a second

Function that was called will get one argument– time from last call or registration.

More info: https://pyglet.readthedocs.io/en/latest/