

THE CALLBACKS

`love.load(args)` Run once when the game starts.
`love.update(dt)` Used to update the game's state.
`love.draw()` Used to draw to the screen.
`love.quit()` Run when the game is quit.
Return true to cancel quitting.
`love.focus(focused)`
Run when the window gains/loses focus.

THE KEYBOARD

Callbacks

`love.keypressed(key, unicode)`
`love.keyreleased(key, unicode)`

Module `love.keyboard`

`isDown(key1, ...)`
`delay, interval = getKeyRepeat()`
`setKeyRepeat(delay, interval)`

THE MOUSE

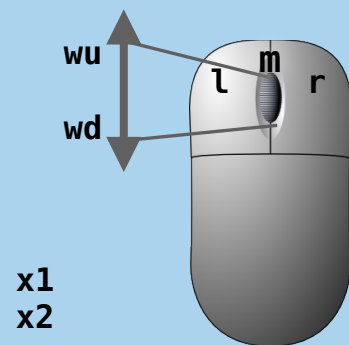
Callbacks

`love.mousepressed(x, y, button)`
`love.mousereleased(x, y, button)`

Module `love.mouse`

`x, y = getPosition()`
`getX()` `getY()`
`isDown(button1, ...)`
`isGrabbed()`
`isVisible()`
`setGrab(grab)`
`setPosition(x, y)`
`setVisible(visible)`

Enum `MouseConstant`



AUDIO

Module `love.audio`

<code>pause()</code>	<code>pause(source)</code>
	<code>play(source)</code>
<code>resume()</code>	<code>resume(source)</code>
<code>rewind()</code>	<code>rewind(source)</code>
<code>stop()</code>	<code>stop(source)</code>
<code>getNumSources()</code>	
<code>newSource(file, type)</code>	
<code>newSource(data)</code>	
<code>newSource(decoder, type)</code>	

Getters/Setters (prefix names with "get" or "set")

`Orientation(fx, fy, fz, ux, uy, uz)`
`Position(x, y, z)`
`Velocity(x, y, z)`
`Volume(volume)`

MODULE LOVE.GRAPHICS

Drawing

`draw(drawable, x, y, r, sx, sy, ox, oy)`
`drawq(img, quad, x, y, r, sx, sy, ox, oy)`

New Objects (prefix names with "new")

`Font(filename, size)` `Font(size)`
`Framebuffer(width, height)`
`Image(filename)` `Image(file)` `Image(data)`
`ImageFont(imageOrFilename, glyphs)`
`ParticleSystem(image, buffer)`
`Quad(x, y, width, height, sw, sh)`
`Screenshot()` -- returns `ImageData`
`SpriteBatch(image, size)`

Text/Shapes

`print(text, x, y, r, sx, sy)`
`printf(text, x, y, limit, align)`
`circle(mode, x, y, radius, segments)`
`line(x1, y1, x2, y2, ...)`
`point(x, y)`
`polygon(mode, ...)`
`quad(mode, x1, y1, x2, y2, x3, y3, x4, y4)`
`rectangle(mode, x, y, width, height)`
`triangle(mode, x1, y1, x2, y2, x3, y3)`

Transformations

`push()` `pop()`
`translate(dx, dy)`
`rotate(angle)`
`scale(sx, sy)`

Getters/Setters (prefix names with "get" or "set")

`BackgroundColor(r, g, b)`
`Color(r, g, b, a)`
`Font(font)` `Font(file, size)` `Font(size)`
`Icon(drawable)`
`Mode(w, h, fullscreen, vsync, fsaa)`

MODULE LOVE.TIMER

<code>getDelta()</code>	<code>getFPS()</code>
<code>getMicroTime()</code>	<code>getTime()</code>
<code>sleep(milliseconds)</code>	
<code>step()</code>	

Class `Source`

`play()` `resume()` `pause()` `stop()` `rewind()`
`isLooping()` `isStatic()` `isStopped()`

Getters/Setters (prefix names with "get" or "set")

`Looping(loop)`
`Pitch(pitch)`
`Position(x, y, z)`
`Velocity(x, y, z)`
`Volume(volume)`

Enum `SourceType`

`static` Decode the entire sound at once.
`stream` Decode the sound gradually.

FILESYSTEM

Module love.filesystem

```
enumerate(dir)
exists(filename)
isDirectory(filename)
isFile(filename)
iterator      = lines(filename)
chunk         = load(filename)
ok            = mkdir(name)
contents, size = read(filename, size)
ok            = remove(filename)
ok            = write(filename, data, size)
```

New Objects

```
newFile(filename)
newFileData(contents, name, decoder)
```

Getters/Setters

```
getAppdataDirectory()
modtime, errmsg = getLastModified(name)
getSaveDirectory()
getUserDirectory()
getWorkingDirectory()
setIdentity(name)
```

Class File

```
ok          = close()
eofReached = eof()
iterator    = lines()
ok          = open(mode)
contents    = read(bytes)
ok          = seek(pos)
pos         = tell()
ok          = write(data)
getSize()
```

Enum FileMode

r Allows you to (only) read from a file.
w Allows you to (only) write to a file.
a Same as w but data is appended to the end of file.

EVENTS

Enum Event

jp When a joystick button is pressed.
jr When a joystick button is released.
mp When a mouse button is pressed.
mr When a mouse button is released.
q Makes the game quit.
f When focus to the window is gained or lost.

Module love.event

```
iterator = poll()
pump() -- low level function
push(e, a, b, c)
e, a, b, c = wait()
```

GRAPHICS CLASSES AND ENUMS

Class Font

```
getHeight()
getWidth(text)
getLineHeight()
setLineHeight(height)
```

Class Framebuffer

```
getImageData()
renderTo(func)
```

Class Image

```
min, mag = getFilter()
getHeight()
getWidth()
horiz, vert = getWrap()
setFilter(min, mag)
setWrap(horiz, vert)
```

Class Quad

```
flip(flipX, flipY)
x, y, w, h = getViewport()
setViewport(x, y, w, h)
```

Class SpriteBatch

```
add(x, y, r, sx, sy, ox, oy)
addq(quad, x, y, r, sx, sy, ox, oy)
clear()
```

Enum AlignMode

center Align text center.
left Align text left.
right Align text right.

Enum BlendMode

additive
alpha
subtractive
multiplicative

Enum ColorMode

modulate Images (etc) are affected by the
current color.
replace Opposite of modulate.

Enum DrawMode

fill Draw filled shape.
line Draw outlined shape.

Enum FilterMode

linear Scale image with linear interpolation.
nearest Nearest neighbor interpolation.

Enum WrapMode

clamp The image appears only once.
repeat The image repeats itself.