

add_to_scene(window, sprites) - Adds all sprites given

rotate(degrees) - Sets a sprites angle to a set position

Class: Movement(Movement speed)

Attributes

Movement.ms - The speed at wich the object will move (int)

Movement.mkdict - A dictionary used to apply x and y offsets to an object

Movement.mklist - A list of all keys that can be pressed (Arrow keys)

Movement.dirlist - A dictionary of all directions described by strings 'up', 'down', 'left', 'right' and their offsets

Methods

Movement.arrow_move(sprite) - Applies movement to the object provided

Movement.spin(speed, sprite) - Rotates the object at a set speed

Example Script:

```
import tsapp
import tsapp_helper as h

window = tsapp.GraphicsWindow()

mover = h.Movement(5)
obj1 = tsapp.Sprite('filler.png', 100, 100)
h.add_to_scene(window, obj1)

while window.is_running:
    window.finish_frame()
    mover.arrow_move(obj1)
    mover.spin(3, obj1)
```

This script will add 'filler.png' into the scene and it will spin to the left at the speed 3, you can move the png around the scene by using the arrow keys.

