

[Session 4] Pygame Supplement

Sound

First, prepare some audio file, for background and effect. I recommend to use .wav file, but other types maybe ok. There are many websites that provide some free audio file.

We can make a sound object, with `pygame.mixer.Sound("filename")`.

```
bg = pygame.mixer.Sound("bensound-cute.mp3")
```

This object supports several methods.

- `play(loops=0, maxtime=0, fade_ms=0)`: play the music [loop] times. If loop is 0, then just play once, and if loop is -1, then play infinitely.
- `stop()`: Stop the play
- `pause()` / `unpause()`: Pause / resume the sound.
- `set_volume(value)`: set the volume. It should be 0.0 ~ 1.0.
- `get_volume()`: get the volume.
- `rewind()`: restart the music.

More about mouse

Something such as shooting game requires a sophisticated mouse control and manipulation. We can do many things on mouse, in Pygame. In the pre-class lecture, we only used `pygame.mouse.get_pos()` that returns 2-tuple with x, y. Let's see another function.

- `pygame.mouse.get_rel()`: get the relative position(x,y tuple) from the location when function is called recently.
- `pygame.mouse.set_pos(x, y)`: set the mouse position to there.
- `pygame.mouse.set_visible()`: hide / show the mouse cursor.