**[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.