

AUX 01:

PYGLETVERSE





Que es pygame?

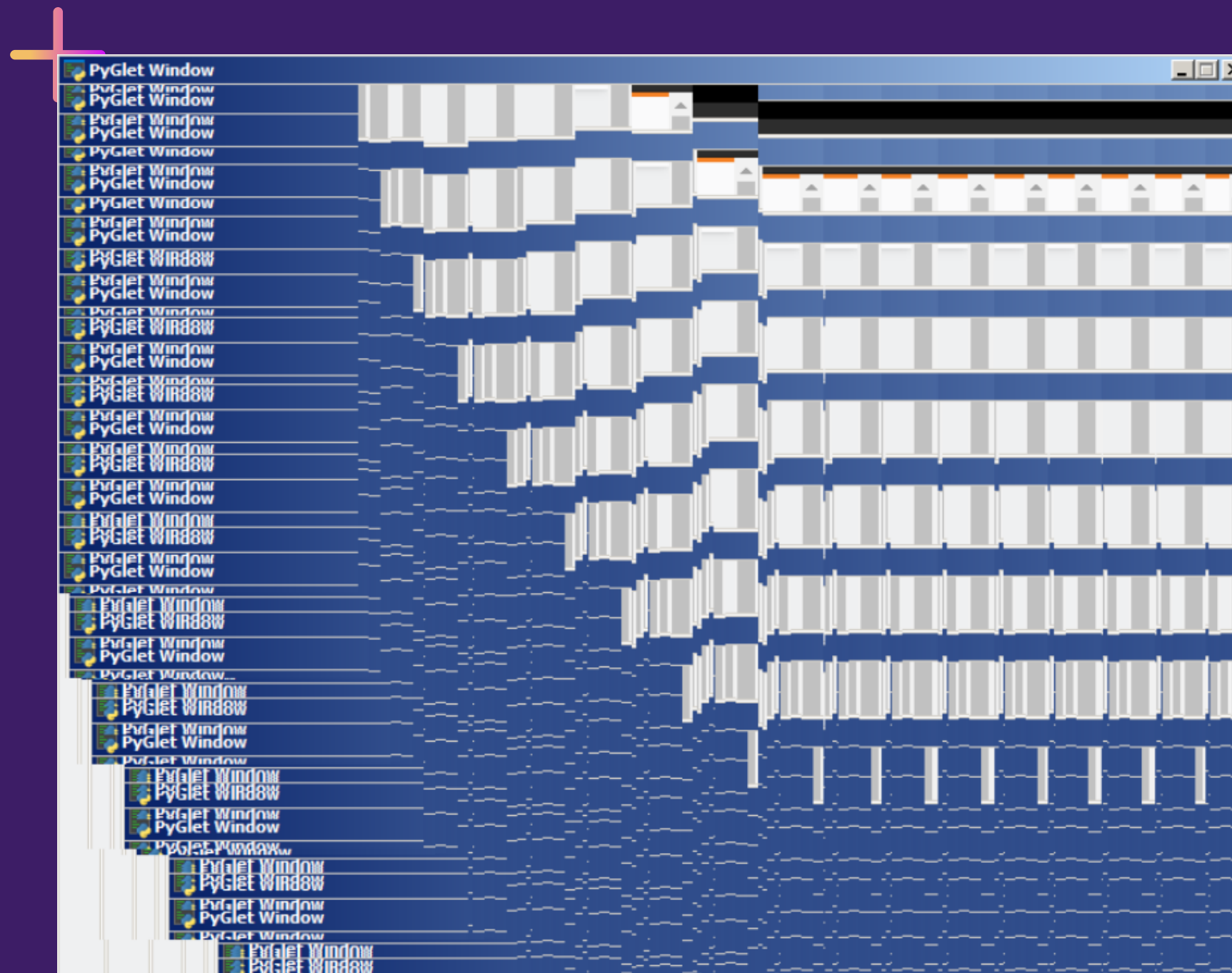
"pygame is a cross-platform windowing and multimedia library for Python, intended for developing games and other visually rich applications. It supports windowing, user interface event handling, game controllers and joysticks, OpenGL graphics, loading images and videos, and playing sounds and music. pygame works on Windows, OS X and Linux."





Como funciona pyglet?

- Ventana(s)
- Eventos
 - Teclado
 - Mouse
- Figuras
- Imagenes
- Texto





Ventanas!

```
2  from pyglet.window import Window
3  from pyglet.app import run
4
5  WIDTH = 1000
6  HEIGHT = 700
7  WINDOW_TITLE = 'auxiliar 1! 6 ~ ~ ~ s'
8  FULL_SCREEN = False
9  ventana = Window(WIDTH, HEIGHT, WINDOW_TITLE, resizable=True)
10
11  ventana.set_fullscreen(FULL_SCREEN)
12
13  run()
```



Eventos

```
11 def enter_fullscreen(symbol, modifiers):
12     if symbol == key.ENTER:
13         ventana.set_fullscreen(not ventana._fullscreen)
14     ventana.on_key_press = enter_fullscreen
15
16 @ventana.event
17 def on_key_release(symbol, modifiers):
18     if symbol == key.SPACE:
19         ventana.set_fullscreen(not ventana._fullscreen)
20
```



Eventos

```
11 def update_circle(x, y, dx, dy):  
12     |     circle.x, circle.y = x, y  
13     window.on_mouse_motion = update_circle
```

```
15 @window.event  
16 def on_mouse_press(x, y, button, modifiers):  
17     |     if button == mouse.LEFT:  
18         |         circle.x, circle.y = x, y  
19
```



Figuras

```
8   circle = Circle(x=window.width//2, y=window.height//2, radius=100, color=(20, 225, 30))
9
10  @window.event
11  def on_draw():
12      window.clear()
13      circle.draw()
```

```
circle = shapes.Circle(700, 150, 100, color=(50, 225, 30), batch=batch)
square = shapes.Rectangle(200, 200, 200, 200, color=(55, 55, 255), batch=batch)
rectangle = shapes.Rectangle(250, 300, 400, 200, color=(255, 22, 20), batch=batch)
rectangle.opacity = 128
rectangle.rotation = 33
line = shapes.Line(100, 100, 100, 200, width=19, batch=batch)
line2 = shapes.Line(150, 150, 444, 111, width=4, color=(200, 20, 20), batch=batch)
star = shapes.Star(800, 400, 60, 40, num_spikes=20, color=(255, 255, 0), batch=batch)
```



Figuras

```
12 auto = Batch()
13 rueda0 = Circle(x=1.5*ventana.width//2, y=0.75*ventana.height//2, radius=70, color=(200, 200, 30), batch=auto)
14 rueda1 = Circle(x=0.75*ventana.width//2, y=0.75*ventana.height//2, radius=70, color=(200, 200, 30), batch=auto)
15 chasis = Rectangle(x=ventana.width//4, y=4*ventana.height//9, width=2*ventana.width//3,
16 |         height=ventana.height//3, color=(20, 200, 20), batch=auto)
17
18 @ventana.event
19 def on_draw():
20 |     auto.draw()
```




Imágenes

```
kitten = pyglet.image.load('kitten.png')
```





Texto

```
window = pygame.window.Window()
label = pygame.text.Label('Hello, world',
                           font_name='Times New Roman',
                           font_size=36,
                           x=window.width//2, y=window.height//2,
                           anchor_x='center', anchor_y='center')

@window.event
def on_draw():
    window.clear()
    label.draw()

pygame.app.run()
```



MODELACION Y COMPUTACIÓN ETC ETC ETC....



EJEMPLOS

