Pyglet

Installation (from command line)

```
(venv)$ python -m pip install pyglet
```

Window and loop of events

```
import pyglet
window = pyglet.window.Window()
pyglet.app.run()
```

Register functions to events

```
window.push_handlers(
    on_draw=draw_window,
    on_text=process_text,
)
```

Interesting events

`on_draw()`	Render window
`on_key_press(sym, mod)`	Key press (`sym` – from pyglet.window.key)
`on_key_release(sym, mod)`	Key release (`mod` – `MOD_*` from pyglet.window.key)
`on_text(text)`	Text input
`on_text_motion(m)`	Cursor move (`m`–`MOTION_*`from pyglet.window.key)
`on_mouse_press(x, y, b, mod)`	Mouse pressed (b–button, pyglet.window.mouse)
`on_mouse_release(x, y, b, mod)`	Mouse button released
`on_mouse_motion(x, y, dx, dy)`	Mouse motion (dx, dy – distances)
`on_mouse_scroll(x, y, sx, sy)`	Mouse scroll (`x,y` – where, `sx,sy` – how much)
`on_mouse_enter(x, y)`	Mouse entered some area
`on_mouse_leave(x, y)`	Mouse left some area
`on_show()`	Show window
`on_hide()`	Hide window
`on_close()`	Tries to close window (`return True` prevent closure)

Pictures

```
picture = pyglet.image.load('name.png')
sprite = pyglet.sprite.Sprite(picture)
```

`sprite.draw()`	Rendering (within on_draw window!)
`sprite.x`	X coordination
`sprite.y`	Y coordination
`sprite.rotation`	Rotation (in degrees)
`sprite.scale`	Enlargement (default 1)
`sprite.image`	Image
`sprite.color`	Colour (blend) – 3 numbers, each from 0 (dark) to 255 (saturated)

Time

```
pyglet.clock.schedule_interval(my_ticking_function, 1/30)
```

Calls function every 1/30 of a second (0.033 second)

```
pyglet.clock.schedule_once(my_onetime_function, 1/2)
```

Calls function once after half a second

Function that was called will get one argument– time from last call or registration.

More info: https://pyglet.readthedocs.io/en/latest/