Pyglet Python 2.x 2.7 , Python 3.x 3.5–3.6

Pyglet is a Python module used for visuals and sound. It has no dependencies on other modules. See [pyglet.org]
[1] for the official information. [1]: http://pyglet.org

Examples

Installation of Pyglet

Install Python, go into the command line and type:

Python 2:

```
pip install pyglet
```

Python 3:

```
pip3 install pyglet
```
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Hello World in Pyglet

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

Drawing Points Using Pyglet and OpenGL

```
import pyglet
from pyglet.gl import *

win = pyglet.window.Window()
glClear(GL_COLOR_BUFFER_BIT)

@win.event
def on_draw():
    glBegin(GL_POINTS)
    glVertex2f(x, y) #x is desired distance from left side of window, y is desired distance from
    #make as many vertexes as you want
    glEnd
```

To connect the points, replace GL_POINTS with GL_LINE_LOOP .

Playing Sound in Pyglet

```
sound = pyglet.media.load(sound.wav)
sound.play()
```

Using Pyglet for OpenGL

```
import pyglet
from pyglet.gl import *
```

```
win = pyglet.window.Window()

@win.event()
def on_draw():
    #OpenGL goes here. Use OpenGL as normal.

pyglet.app.run()
```

Syntax

Parameters

Remarks