Pixel Toy

Functions

Drawing
`drawRectangle(x, y, width, height)`
`drawLine(x1, y1, x2, y2)`
`drawPoint(x, y)`
`drawString(x, y, string)`
`drawCircle(x, y, radius)`

`useColour(r, g, b, a)`
> After calling this function, anything you draw will use this colour.
> Until you update the colour again, of course.

`newFrame()`
> Call this function when you are ready to draw a new frame.

`isMouseDown()`
> Returns True if the left mouse button is pressed. False if it is not.

`isKeyDown(key)`
> Returns True or False depending on whether the specified key is pressed.
> Example: check if the 'e' key is pressed:
>> if isKeyDown('e'):
>>> print 'e'
> Here's a list of all possible keys:
>> Letters: a, b, c, d, e, f, g, h, I, j, k, l, m, n, o, p, q, r, s, t, u, v, w, x, y, z
>> Numbers: 0, 1, 2, 3, 4, 5, 6, 7, 8, 9
>> Space: ' '
>> Arrow keys: `LEFT, RIGHT, UP, DOWN`
>> Special keys: `SHIFT, CONTROL, TAB, ENTER, ESCAPE`

`random()`
> Returns a random value between 0.0 and 1.0

Variables

These variables contain some utility values. They are updated every time you call the newFrame() function.

`_mouseX`
`_mouseY`
`_screenWidth`
`_screenHeight`