

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)`

`loadImage(src)`

Loads an image from the specified location on disk.

Example:

```
image = loadImage('res/man1.png')
```

Be sure to load images before starting the main loop, otherwise you're loading the same image 60 times per second!

`drawImage(image, x, y, width, height)`

Draws an image that was loaded by `loadImage`. The remaining parameters are used similar to the `drawRectangle()` function.

`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

Arrow keys: `LEFT`, `RIGHT`, `UP`, `DOWN`

Special keys: `SHIFT`, `CONTROL`, `TAB`, `ENTER`, `ESCAPE`, `SPACE`

`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
```