# 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.
Optional arguments:
smooth: smooth the image when drawing. True by default
animatedImageCountX:
Number of animated image frames the image file contains. 1 by default.
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.

**image.rotate(rotationDegrees)**

Rotates the image by the specified amount. Next time the image is drawn it is rotated by the new rotation.

**image.setRotation(rotationDegrees)**

Sets the rotation of the image

**image.draw()**

Same effect as drawImage.

**image.nextAnimationFrame()**

Shows the next frame of the animated image

**image.resetAnimation()**

Start the image animation over from the start.

**useColour(r, g, b [, a])**

After calling this function, anything you draw will use this colour.
Until you update the colour again, of course.
The alpha component is optional.

**newFrame()**

Call this function when you are ready to draw a new frame.

**Input**

**`isLeftMouseDown()`**

Returns True if the left mouse button is pressed. False if it is not.

**`isRightMouseDown()`**

Returns True if the right mouse button is pressed. False if it is not.

**`getMouseWheelDelta()`**

Returns the number of steps that the mouse wheel has been moved up since the previous call to this function.

**`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

**`quit()`**

Exit the program immediately

## Variables

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

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