

# OOPZ Cheat Sheet

Setup	Motion	Looks
from oopz import *	actor.move_forward(50)	actor.draw()
from random import *	actor.move_up(10)	actor.switch_to_image ("alien")
zufallszahl = randint(0, 400)	actor.move_down(10)	actor.switch_to_images (["bild1", "bild2"])
	actor.move_right(10)	actor.next_image()
TITLE = "Alien im All"	actor.move_left(10)	actor.flip_x()
WIDTH = 400	actor.turn_right(90)	actor.flip_y()
HEIGHT = 300	actor.turn_left(90)	actor.scale(0.5)
actor = Actor("bildname")	actor.go_to(0, 0)	
	actor.point_towards(actor2)	stage.draw()
mouse.hide()	actor.point_in_direction(45)	stage.write_text("text", (0,0))
mouse.show()	actor.set_anchor("left", "top")	stage.switch_to_color ((0, 0, 255))
	actor.set_anchor("center", "bottom")	stage.switch_to_color ("blue")
exit()	actor.set_anchor("right", "center")	stage.switch_to_image ("background")
Events	Sensing	
def on_mouse_down(pos): print("clicked at", pos)	actor.collide_with((10,200)) actor.collide_with(pos) actor.collide_with(actor2)	mouse.x_position() mouse.y_position() mouse.position()
def on_mouse_up(pos): print(pos)	actor.distance_to(actor2) actor.distance_to(pos)	key.left_is_pressed() key.a_is_pressed()
def on_mouse_move(pos): actor.go_to(pos)	actor.position() actor.x_position() actor.y_position()	actor.angle_to(actor2) actor.angle_to(pos)
def on_key_down(key): if key == keys.RIGHT: actor.move_right(50)	actor.get_width() actor.get_height() actor.get_size()	stage.timer() stage.reset_timer()
def on_key_up(key): print(key)	actor.touching_the_edge() actor.left_the_stage()	
Keyboard		Control
key.a_is_pressed() ... key.z_is_pressed()	key.up_is_pressed() key.down_is_pressed() key.right_is_pressed() key.left_is_pressed()	clock.schedule(func, 2.0) clock.schedule_unique(func, 2.0) clock.schedule_interval(func, 2.0) clock.unschedule(func)
key.k_0_is_pressed() ... key.k_9_is_pressed()	key.backspace_is_pressed() key.space_is_pressed() key.space_is_pressed()	if actor.collide_with(pos): print("hit")
key.kp0_is_pressed() ... key.kp9_is_pressed()	key.hash_is_pressed() key.plus_is_pressed() key.minus_is_pressed()	if actor.collide_with(pos): print("hit") else: print("haha")
	key.comma_is_pressed() key.period_is_pressed()	if actor.collide_with(pos): print("hit") elif actor.collide_with(actor2): print("ups") else: print("haha")

## Basic structure

```
from oopz import *

TITLE = ...
WIDTH = ...
HEIGHT = ...

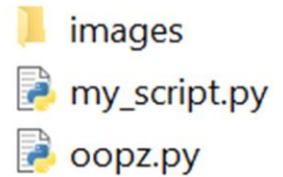
# create objects here

def draw():
    # draw objects here

def update():
    # manipulate objects here
```

### example

#### Name



## Example

```
from oopz import *                                # import oopz file

TITLE = "Example"                                # setup everything
HEIGHT = 100
WIDTH = 400

alien = Actor("alien")                            # create an object with name alien
alien.go_to(50, 50)                               # alien jumps to position (50, 50)

stage.switch_to_color("white")                    # switch the background color to white

def draw():                                        # place draw methods here
    stage.draw()                                  # draw the stage
    alien.draw()                                  # draw the alien

def update():                                      # manipulate the objects here
    alien.move_forward(2)                         # alien moves 2 pixel forward
    if alien.x_position() > 500:                  # if x position of the alien is bigger 500
        alien.go_to(-50, 50)                     # jump to (-50,50)

    if key.r_is_pressed():                        # if key r is pressed
        alien.switch_to_image("alien")           # the image of the alien switch to "alien"

def on_mouse_down(pos):                           # gets calles, if mouse button was pressed
    if alien.collide_with(pos):                   # if alien collide with mouse position
        alien.switch_to_image("hurt")            # change image to "hurt"
        print("got me :( ")                     # and print text
    else:                                         # else:
        print("you missed me :P")                # print this text
```