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.set_x_to(150)	stage.draw()
mouse.hide()	actor.set_y_to(150)	stage.write_text("text", (0,0))
mouse.show()	actor.point_towards(actor2)	stage.switch_to_color ((0, 0, 255))
	actor.point_in_direction(45)	stage.switch_to_color ("blue")
exit()	actor.set_anchor("left", "top")	stage.switch_to_image ("background")
	actor.set_anchor("center", "bottom")	
	actor.set_anchor("right", "center")	

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.unschdule(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

```python
from oopz import *


TITLE = …
WIDTH = …
HEIGHT = …


# create objects here


def draw():
    # draw objects here


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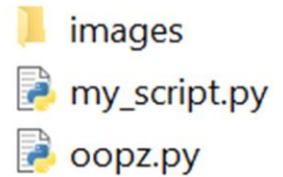
example

Name

📁 images
🐍 my_script.py
🐍 oopz.py

Example

```python
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
```