pygame

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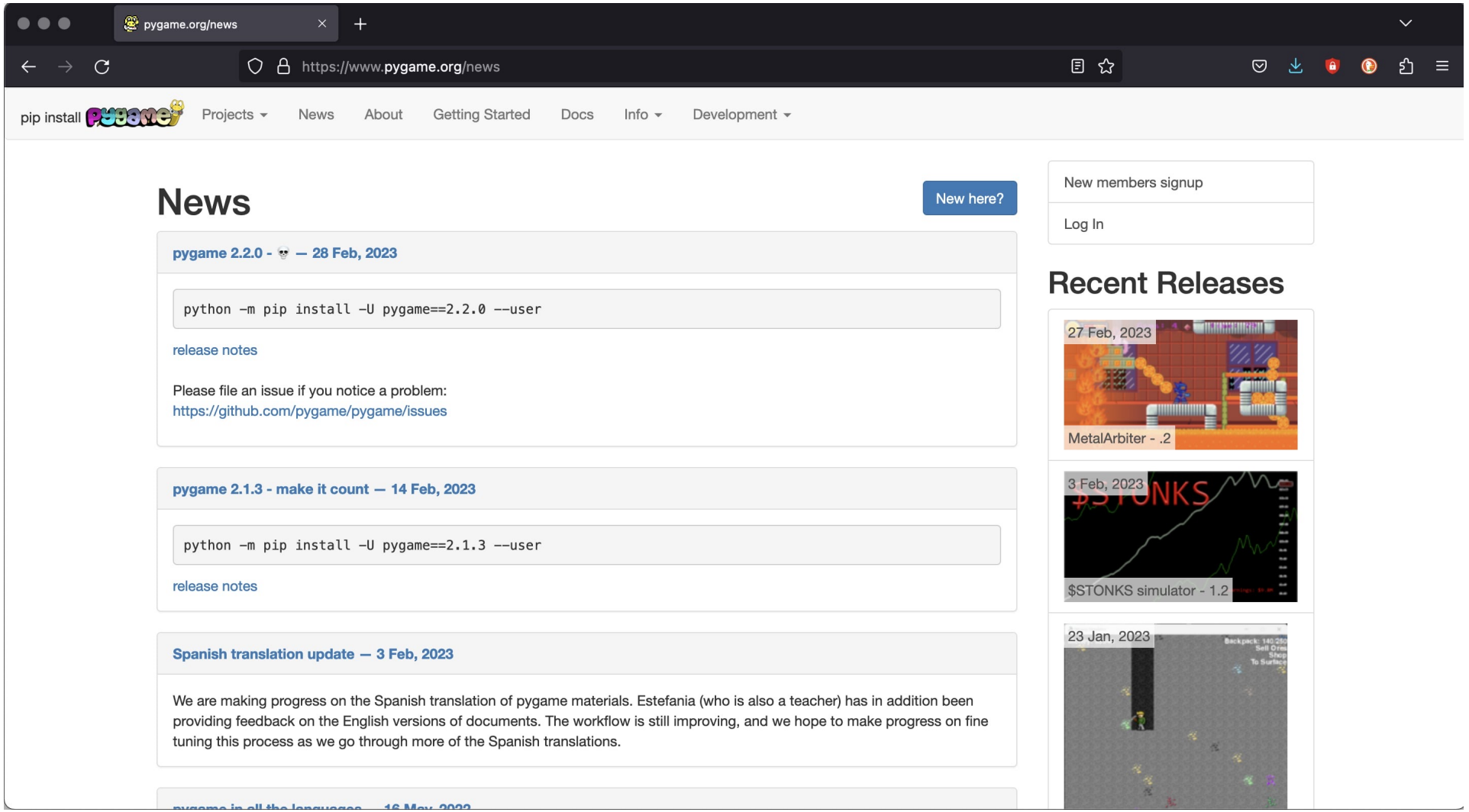
pygame


pygame.org/news
https://www.pygame.org/news
pip install pygame
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New here?
pygame 2.2.0 - 🐼 — 28 Feb, 2023
python -m pip install -U pygame==2.2.0 --user
release notes
Please file an issue if you notice a problem:
https://github.com/pygame/pygame/issues
pygame 2.1.3 - make it count — 14 Feb, 2023
python -m pip install -U pygame==2.1.3 --user
release notes
Spanish translation update — 3 Feb, 2023
We are making progress on the Spanish translation of pygame materials. Estefania (who is also a teacher) has in addition been providing feedback on the English versions of documents. The workflow is still improving, and we hope to make progress on fine tuning this process as we go through more of the Spanish translations.
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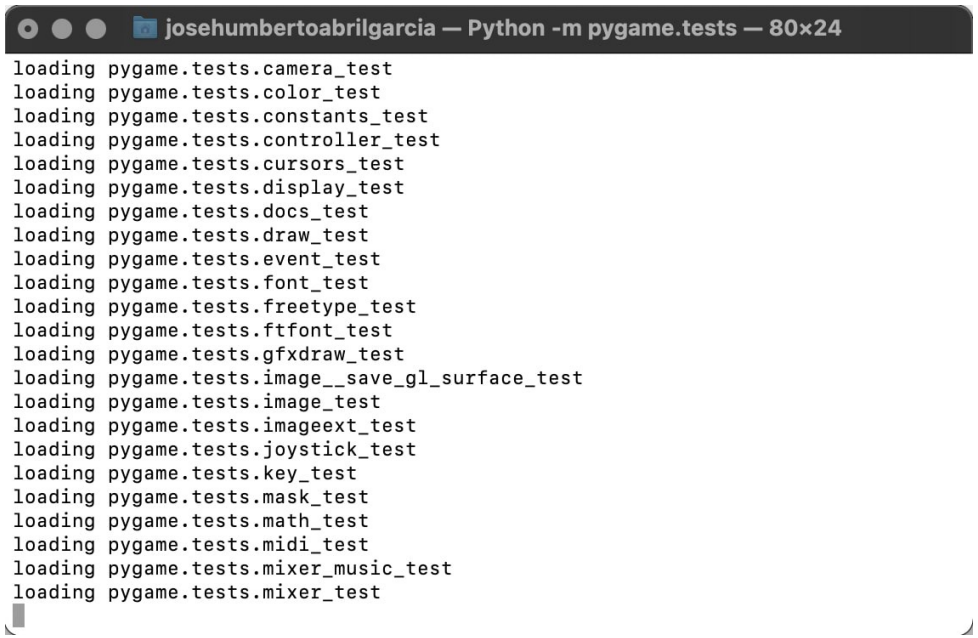
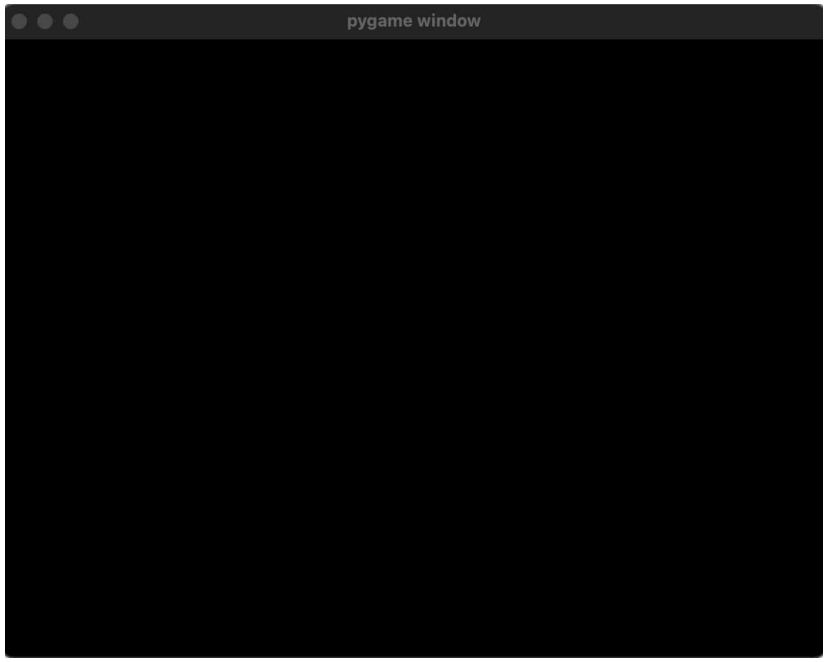
$ pip list

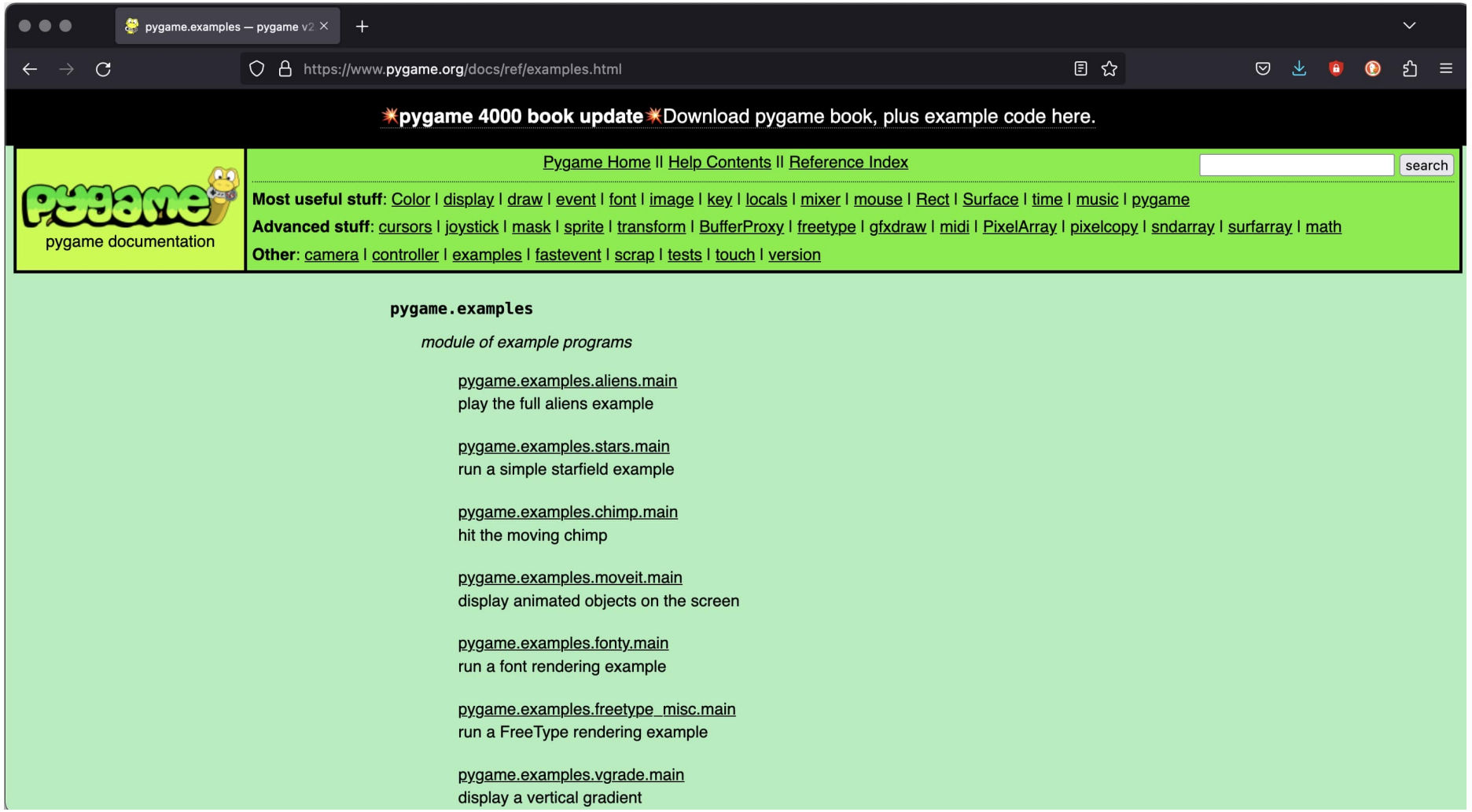
```
% pip3 list
Package            Version
------------------ ---------
certifi            2022.9.24
charset-normalizer 2.1.1
click              8.1.3
Flask              2.1.2
idna               3.4
importlib-metadata 4.11.3
itsdangerous       2.1.2
Jinja2             3.1.2
MarkupSafe         2.1.1
Pillow             9.1.0
pip                22.0.4
pygame             2.1.2
pyserial           3.5
pyusb              1.2.1
requests           2.28.1
setuptools         60.5.0
tk                 0.1.0
urllib3            1.26.12
Werkzeug           2.1.2
wheel              0.37.1
zipp               3.8.0
WARNING: You are using pip version 22.0.4; however, version 23.0.1 is available.
You should consider upgrading via the '/opt/homebrew/opt/python@3.9/bin/python3.9 -m pip install --upgrade pip' command.
%
```

python3 -m pygame.tests



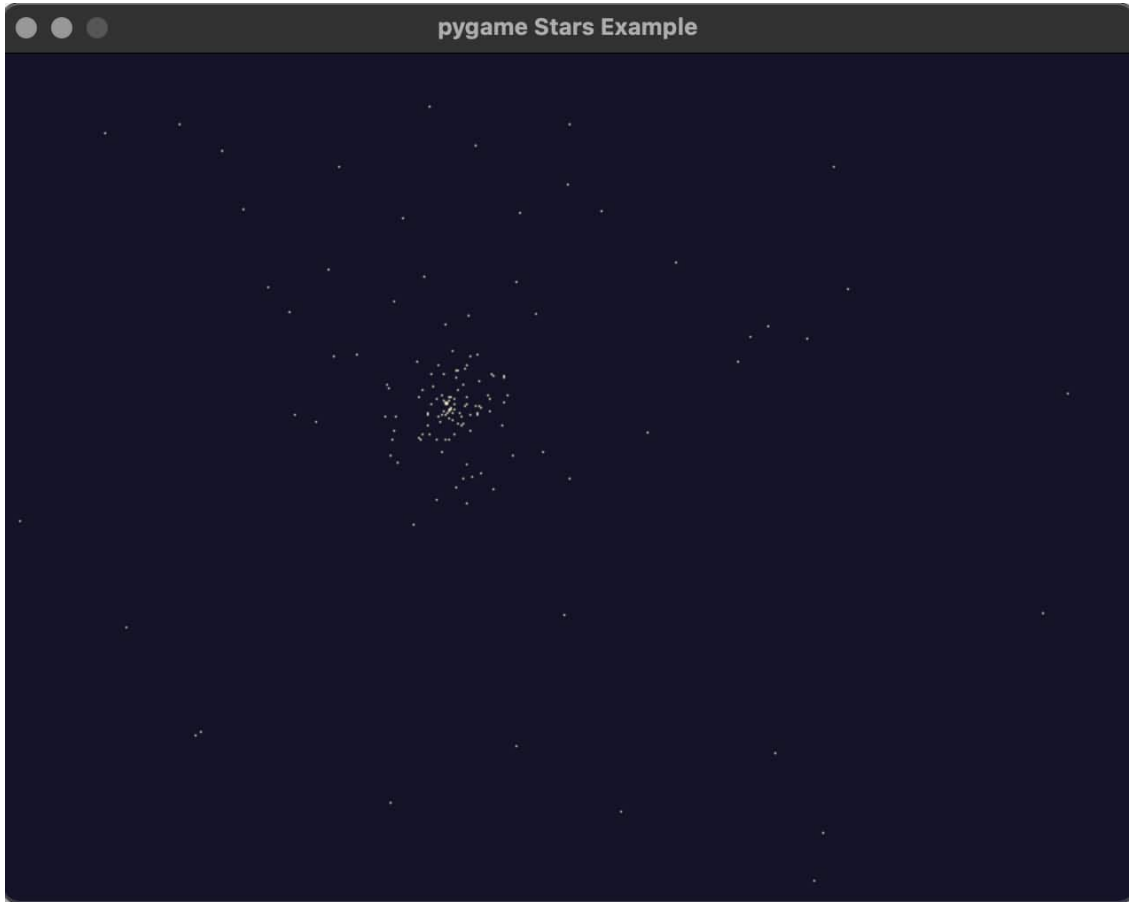


pygame examples



python3 -m pygame.examples.aliens

python3 -m pygame.examples.stars



python3 -m pygame.examples.chimp

Paso 1: cargar imagen de fondo y cerrar ventana.

control.py

```python
import pygame

pygame.init()

clk = pygame.time.Clock()

size = width, height = 389, 187
screen = pygame.display.set_mode(size)
background_image = pygame.image.load('1.png').convert()
frameRect = pygame.Rect((0, 0), (width, height))

while True:

    pygame.event.pump()

    screen.blit(background_image, (0, 0))

    for events in pygame.event.get():
        if events.type == pygame.QUIT:
            pygame.quit()
            exit()
```

Paso 1: cargar imagen de fondo y cerrar ventana.

control.py

```
11
12  while True:
13
14      pygame.event.pump()
15
16      screen.blit(background_image, (0, 0))
17
18      for events in pygame.event.get():
19          if events.type == pygame.QUIT:
20              pygame.quit()
21              exit()
22
23      pygame.display.flip()
24
25      clk.tick(40)
```

Paso 1: cargar imagen de fondo y cerrar ventana.

Paso 2: identificar botones.

control.py

```
15
16      screen.blit(background_image, (0, 0))
17
18      Keys=pygame.key.get_pressed()
19
20      if Keys[pygame.K_x]: print("X")
21
22      if Keys[pygame.K_a]: print("A")
23
24      for events in pygame.event.get():
25          if events.type == pygame.QUIT:
26              pygame.quit()
27              exit()
```

Paso 3: identificar flechas.

control.py

```
19
20      if Keys[pygame.K_x]: print("X")
21
22      if Keys[pygame.K_a]: print("A")
23
24      x = "LEFT" if Keys[pygame.K_LEFT] else "RIGHT" if Keys[pygame.K_RIGHT] else ""
25
26      y = "UP" if Keys[pygame.K_UP] else "DOWN" if Keys[pygame.K_DOWN] else ""
27
28      print(x)
29
30      print(y)
```

control.py

```
15
16      screen.blit(background_image, (0, 0))
17
18      Keys=pygame.key.get_pressed()
19
20      if Keys[pygame.K_x]: print("X")
21
22      if Keys[pygame.K_a]: print("A")
23
24      x = "LEFT" if Keys[pygame.K_LEFT] else "RIGHT" if Keys[pygame.K_RIGHT] else ""
25
26      y = "UP" if Keys[pygame.K_UP] else "DOWN" if Keys[pygame.K_DOWN] else ""
27
```

PROBLEMS OUTPUT DEBUG CONSOLE TERMINAL Python

```
A
A
X
X
X
```

Paso 3: pygame.Surface

```
12    crosshair = pygame.surface.Surface((10, 10))
13    pygame.draw.circle(crosshair, pygame.Color("black"), (5,5), 5, 0)
14
15    crosshairb = pygame.surface.Surface((10, 10))
16    pygame.draw.circle(crosshairb,pygame.Color("red"), (5,5), 5, 0)
17
18    while True:
```

Paso 4: blit()

```
25
26      if Keys[pygame.K_x]: screen.blit(crosshair, (298, 70) )
27
28      if Keys[pygame.K_a]: screen.blit(crosshair, (335, 98) )
29
```

Paso 5: blit()

```
39      screen.blit(crosshairb,((x*20)+80-5,(y*20)+105-5))
40
41      pygame.display.flip()
42
43      clk.tick(40)
```

Resultado final.