

```
1: # PyGame Zero examples
2: # Brygg Ullmer, Clemson University
3: # Begun 2022-11-01
4:
5: #https://pygame-zero.readthedocs.io/en/stable/
6:
7: WIDTH  = 1358
8: HEIGHT = 1024
9:
10: #magic for placing at 0,0
11: import platform, pygame
12: if platform.system() == "Windows":
13:     from ctypes import windll
14:     hwnd = pygame.display.get_wm_info()[ 'window' ]
15:     windll.user32.MoveWindow(hwnd, 0, 0, WIDTH, HEIGHT, False)
16:
17: ## Return to interesting content
18:
19: a1 = Actor("midjourney/homelessness-wall-01b")
20: a2 = Actor("midjourney/midjourney-figure-01b", pos=(100,550))
21: a3 = Actor("as_unit/as_unit_01b2", pos=(400,450))
22: #a3 = Actor("as_unit/as_unit_01d", pos=(400,450))
23:
24: actors = [a1, a3, a2]
25:
26: #animate(a2, pos=(300,600), duration=d, tween=t)
27: animateTween = 'accel_decel'
28: animate(a2, pos=(600,600), duration=3., tween=animateTween)
29:
30:
31: def draw():
32:     for actor in actors:
33:         actor.draw()
34:
35: def on_mouse_down(pos):
36:     global actors
37:     print("mouse pushed:", pos)
38:     for actor in actors:
39:         if actor.collidepoint(pos):
40:             print("actor touched:", actor)
41:             # category = self.actor2category[actor]
42:             # print("pushed:", category)
43:             # self.animateSelected(category)
44:
45:
46:
47: ### end ###
```