

Pygame Basics

| | |
|-----------------|--|
| Importing | <code>import pygame</code> |
| Starting up | <code>pygame.init()</code> |
| Make the Screen | <code>screen = pygame.display.set_mode((width, height))</code> |
| Quit pygame | <code>pygame.quit()</code> |

Images

| | |
|---------------------|---|
| Get image | <code>image_name = pygame.image.load("image_file.jpg")</code> |
| Put image on screen | <code>screen.blit(image_name, (x,y))</code> |
| Display screen | <code>pygame.display.update()</code> |
| Rotate Image | <code>image_name = pygame.transform.rotate(image_name, angle)</code> |
| Flip Image | <code>image_name = pygame.transform.flip(image_name, True, False)</code> |
| Change Image Size | <code>image_name = pygame.transform.scale(image_name, (width, height))</code> |

Events

| | |
|----------------------------|--|
| Get newest events | <code>new_event = pygame.event.poll()</code> |
| Check event type | <code>if new_event.type == pygame.EVENT_TYPE:</code> |
| Event Type: Key Press | <code>pygame.KEYDOWN</code> |
| Event Type: Key Release | <code>pygame.KEYUP</code> |
| Event Type: Quitting | <code>pygame.QUIT</code> |
| Event Type: Mouse Movement | <code>pygame.MOUSEMOTION</code> |
| Event Type: Mouse Press | <code>pygame.MOUSEBUTTONDOWN</code> |
| Event Type: Mouse Release | <code>pygame.MOUSEBUTTONUP</code> |

Keys

| | |
|--------------------|--|
| Checking which key | <code>if new_event.key == pygame.KEY:</code> |
| Key: Escape | <code>pygame.K_ESCAPE</code> |
| Key: Space | <code>pygame.K_SPACE</code> |
| Key: letter | <code>pygame.K_letter</code> |
| Key: Up | <code>pygame.K_UP</code> |
| Key: Down | <code>pygame.K_DOWN</code> |
| Key: Left | <code>pygame.K_LEFT</code> |
| Key: Right | <code>pygame.K_RIGHT</code> |

Mouse

| | |
|------------------------|--|
| Get Mouse Co-ordinates | <code>pygame.mouse.get_pos()</code> |
| Move Mouse | <code>pygame.mouse.set_pos([x, y])</code> |
| Hide Mouse | <code>pygame.mouse.set_visible(False)</code> |
| Show Mouse | <code>pygame.mouse.set_visible(True)</code> |



By **aleciko**
cheatography.com/aleciko/

Not published yet.
 Last updated 14th November, 2017.
 Page 1 of 2.

Sponsored by **CrosswordCheats.com**
 Learn to solve cryptic crosswords!
<http://crosswordcheats.com>

Sound

| | |
|-------------------------------|--|
| Load sound | <code>pygame.mixer.music.load('filename.mp3')</code> |
| Play sound once | <code>pygame.mixer.play(1)</code> |
| Play sound x times | <code>pygame.mixer.play(x)</code> |
| Play sound on loop | <code>pygame.mixer.play(-1)</code> |
| Stop sound | <code>pygame.mixer.stop()</code> |
| Pause sound | <code>pygame.mixer.pause()</code> |
| UnPause sound | <code>pygame.mixer.unpause()</code> |
| Fadeout sound before stopping | <code>pygame.mixer.fadeout()</code> |
| Set volume of sound | <code>pygame.mixer.music.set_volume(0.1)</code> |

Text

| | |
|-----------------------|---|
| Make font colour | <code>colour = (R, G, B)</code> |
| Set font size | <code>font = pygame.font.Font(None, size)</code> |
| Set text co-ordinates | <code>location = (x, y)</code> |
| Put it all together | <code>screen.blit(font.render("TEXT", True, colour), location)</code> |

Time

| | |
|--------------------------|--------------------------------------|
| Time in milliseconds | <code>pygame.time.get_ticks()</code> |
| Pause program for x time | <code>pygame.time.wait(x)</code> |



By **aleciko**
cheatography.com/aleciko/

Not published yet.
 Last updated 14th November, 2017.
 Page 2 of 2.

Sponsored by **CrosswordCheats.com**
 Learn to solve cryptic crosswords!
<http://crosswordcheats.com>