Frequently Asked Questions Pygame

**1. Setting up a Pygame Application**

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The following snippet of code will create a window 800 pixels wide by 600 pixels tall. Note that the set\_mode function requires width and height be a tuple.

import pygame

pygame.init()

WIDTH = 800

HEIGHT = 600

screen = pygame.display.set\_mode( (WIDTH, HEIGHT) )

running = True

while running:

for event in pygame.event.get():

if event.type == pygame.QUIT:

running = False

pygame.quit()