Python中pygame的mouse鼠标事件用法实例

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这篇文章主要介绍了Python中pygame的mouse鼠标事件用法,以完整实例形式详细分析了pygame响应鼠标事件的相关技巧,具有一定参考借鉴价值,需要的朋友可以参考下

本文实例讲述了Python中pygame的mouse鼠标事件用法。分享给大家供大家参考，具体如下：

pygame.mouse提供了一些方法获取鼠标设备当前的状态

```
'''

pygame.mouse.get_pressed - get the state of the mouse buttons   get the
pygame.mouse.get_pos - get the mouse cursor position   get the mouse cur
pygame.mouse.get_rel - get the amount of mouse movement   get the amount
pygame.mouse.set_pos - set the mouse cursor position   set the mouse cur
pygame.mouse.set_visible - hide or show the mouse cursor   hide or show
pygame.mouse.get_focused - check if the display is receiving mouse inpu
pygame.mouse.set_cursor - set the image for the system mouse cursor   se
pygame.mouse.get_cursor - get the image for the system mouse cursor   ge
'''
```

在下面的demo中，主要用到了:

pygame.mouse.get_pressed()

pygame.mouse.get_pos()

展示的效果:
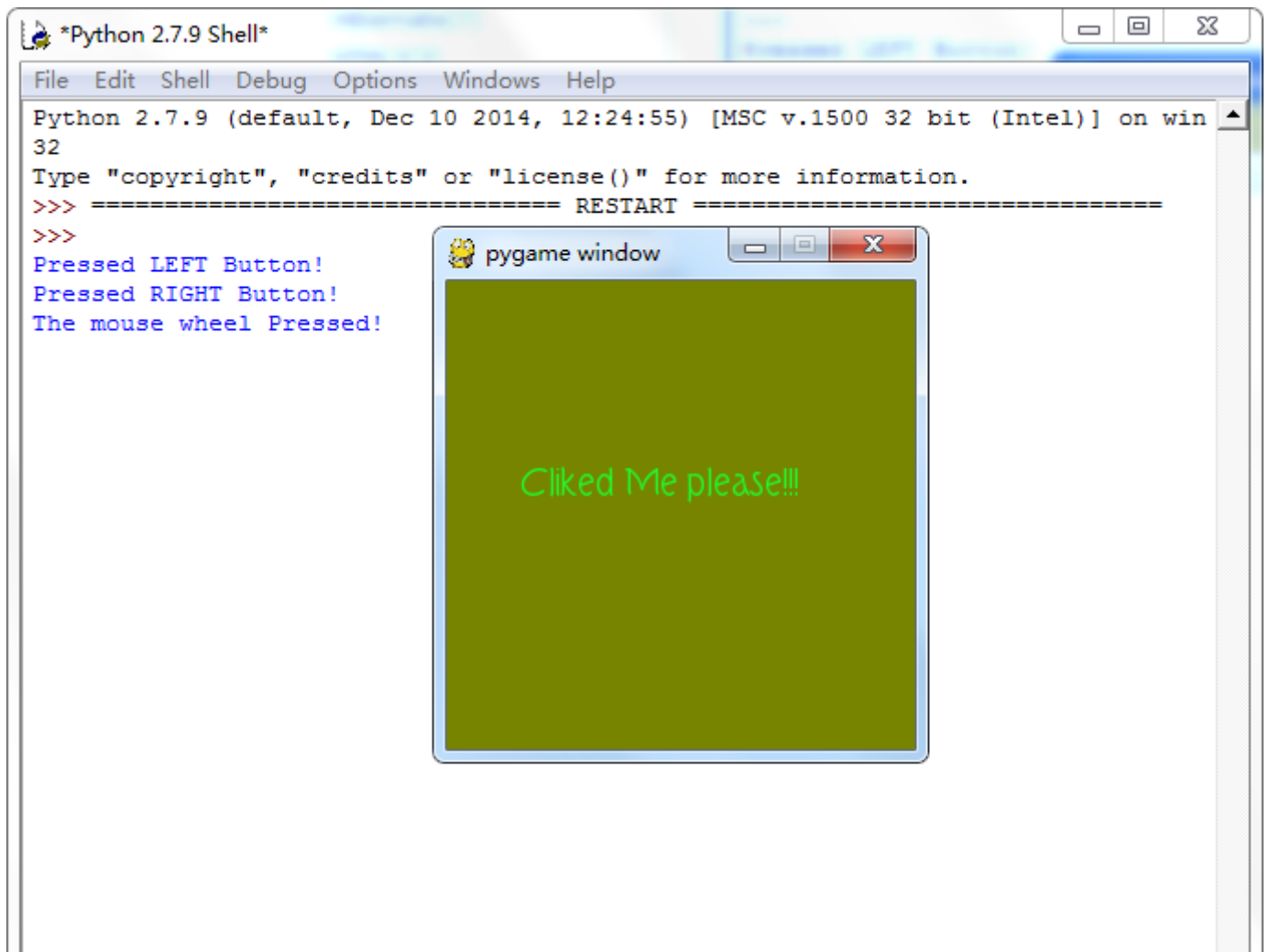
游戏效果：

当鼠标经过窗口的时候，窗口背景颜色会随着鼠标的移动而发生改变，当鼠标点击窗口

会在控制台打印出是鼠标的那个键被点击了：左，右，滚轮

```
#pygame mouse
import os, pygame
from pygame.locals import *
from sys import exit
from random import *
__author__ = {'name' : 'Hongten',
       'mail' : 'hongtenzone@foxmail.com',
       'Version' : '1.0'}
if not pygame.font:print('Warning, Can not found font!')
pygame.init()
screen = pygame.display.set_mode((255, 255), 0, 32)
screen.fill((255,255,255))
font = pygame.font.Font('data\\font\\TORK____.ttf', 20)
text = font.render('Cliked Me please!!!', True, (34, 252, 43))
```

```python
    mouse_x, mouse_y = 0, 0

    while 1:

      for event in pygame.event.get():

        if event.type == QUIT:

          exit()

        elif event.type == MOUSEBUTTONDOWN:

          pressed_array = pygame.mouse.get_pressed()

          for index in range(len(pressed_array)):

            if pressed_array[index]:

              if index == 0:

                print('Pressed LEFT Button!')

              elif index == 1:

                print('The mouse wheel Pressed!')

              elif index == 2:

                print('Pressed RIGHT Button!')

        elif event.type == MOUSEMOTION:

          #return the X and Y position of the mouse cursor

          pos = pygame.mouse.get_pos()

          mouse_x = pos[0]

          mouse_y = pos[1]

      screen.fill((mouse_x, mouse_y, 0))

      screen.blit(text, (40, 100))

      pygame.display.update()
```