

Pixel Toy

Functions

Drawing

drawRectangle(x, y, width, height)

drawLine(x1, y1, x2, y2)

drawPoint(x, y)

drawString(x, y, string)

drawCircle(x, y, radius)

loadImage(src)

Loads an image from the specified location on disk.

Example:

```
image = loadImage('res/man1.png')
```

Be sure to load images before starting the main loop, otherwise you're loading the same image 60 times per second!

drawImage(image, x, y, width, height)

Draws an image that was loaded by loadImage. The remaining parameters are used similar to the drawRectangle() function.

image.rotate(rotationDegrees)

Rotates the image by the specified amount. Next time the image is drawn it is rotated by the new rotation.

image.setRotation(rotationDegrees)

Sets the rotation of the image

image.draw()

Same effect as drawImage.

useColour(r, g, b, a)

After calling this function, anything you draw will use this colour.

Until you update the colour again, of course.

newFrame()

Call this function when you are ready to draw a new frame.

isLeftMouseDown()

Returns True if the left mouse button is pressed. False if it is not.

isRightMouseDown()

Returns True if the right mouse button is pressed. False if it is not.

getMouseWheelDelta()

Returns the number of steps that the mouse wheel has been moved up since the previous call to this function.

isKeyDown(key)

Returns True or False depending on whether the specified key is pressed.

Example: check if the 'e' key is pressed:

```
if isKeyDown('e'):  
    print 'e'
```

Here's a list of all possible keys:

Letters: a, b, c, d, e, f, g, h, i, j, k, l, m, n, o, p, q, r, s, t, u, v, w, x, y, z

Numbers: 0, 1, 2, 3, 4, 5, 6, 7, 8, 9

Arrow keys: **LEFT**, **RIGHT**, **UP**, **DOWN**

Special keys: **SHIFT**, **CONTROL**, **TAB**, **ENTER**, **ESCAPE**, **SPACE**

random()

Returns a random value between 0.0 and 1.0

Variables

These variables contain some utility values. They are updated every time you call the `newFrame()` function.

```
_mouseX  
_mouseY  
_screenWidth  
_screenHeight
```