

### Pygame Basics

Importing	from pygame import *
Starting up	init()
Make the Screen	screen = display.set_mode((width, height))
Quit pygame	quit()

### Events

Get newest events	new_event = event.poll()
Check event type	if new_event.type == EVENT_ TYPE:

Event Type: Key Press      KEYDOWN

Event Type: Key Release      KEYUP

Event Type: Quitting      QUIT

Event Type: Mouse  
Movement      MOUSEMOTION

Event Type: Mouse Press      MOUSEBUTTONDOWN

Event Type: Mouse Release      MOUSEBUTTONUP

Replace EVENT\_TYPE in the if statement with one of the event types listed below

### Keys

Checking which key      if new\_event.key == KEY:

Key: Escape      K\_ESCAPE

Key: Space      K\_SPACE

Key: Up      K\_UP

Key: Down      K\_DOWN

Key: Left      K\_LEFT

Key: Right      K\_RIGHT

Replace KEY in the if statement with one of the Keys listed below.  
The name of any of the letter keys is K\_letter (e.g. the q key is K\_Q,  
the w key is K\_W etc.)

### Text

Make font colour      colour = (R, G, B)

Set font size      font = font.Font(None, size)

Set text co-ord-  
inates      location = (x, y)

Put it all together      screen.blit(font.render("TEXT", True, colour),  
location)

### Images

Get image      image\_name = image.load("image\_file.jp-  
g")

Put image on screen      screen.blit(image\_name, (x,y))

Display screen      display.update()

Rotate Image      image\_name = transform.rotate(imag-  
e\_name, angle)

Flip Image      image\_name = transform.flip(image\_  
\_name, True, False)

Change Image Size      image\_name = transform.scale(image\_  
\_name, (width, height))

Check if two Images  
have collided      if image\_1.colliderect(image\_2)

### Sound

Load sound      mixer.music.load('filename.mp3')

Play sound once      mixer.play(1)

Play sound x times      mixer.play(x)

Play sound on loop      mixer.play(-1)

Stop sound      mixer.stop()

Pause sound      mixer.pause()

UnPause sound      mixer.unpause()

Fadeout sound before stopping      mixer.fadeout()

Set volume of sound      mixer.music.set\_volume(0.1)

### Mouse

Get Mouse Co-ordinates      mouse.get\_pos()

Move Mouse      mouse.set\_pos([x, y])

Hide Mouse      mouse.set\_visible(False)

Show Mouse      mouse.set\_visible(True)

### Time

Time in milliseconds      time.get\_ticks()

Pause program for x time      time.wait(x)



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