

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-ordinates location = (x, y)

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

Images

Get image image_name = image.load("image_file.jpg")

Put image on screen screen.blit(image_name, (x,y))

Display screen display.update()

Rotate Image image_name = transform.rotate(image_
_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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