Cheatography

# Pygame Cheat Sheet

by aleciko via cheatography.com/35291/cs/13540/

## 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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