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# PyEngine

*Version 2.0.0*

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Welcome to documentation of PyEngine.

PyEngine is constantly under development, the documentation is therefore subject to change. Feel free to come back to it as soon as you have a problem.

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**Note :** It is important to remember that PyEngine is an OpenSource project developed by non-professionals. You can also participate with Github.

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Sommaire :



# CHAPITRE 1

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## Introduction

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PyEngine was created by LavaPower.

PyEngine relies on PyGame to work. It was made to be used on 2D games of all types : Platformer, Pong, Casse bricks...

You can find tutorials, examples and documentation of the different classes.

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**Note :** PyEngine is still very young and still very limited.

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## Download and Installation

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### 2.1 Last release (Simple method)

- Have Python and Pip installed
- Do in a console : *pip install PyEngine-2*.
- PyEngine is downloaded and installed

### 2.2 Version under development (Less simple method)

- Have Python and Pip installed
- Download and decompress github files (<http://github.com/pyengine-2D/PyEngine-2>)
- **Do in a console where files are :** *python setup.py install*.
- PyEngine is downloaded and installed



### 3.1 What is PyEngine ?

PyEngine is a python library for creating games 2D videos more easily. It is a kind of very simplified game engine without an interface.

### 3.2 Why create PyEngine ?

To create a video game in python, there is already the very good PyGame.

But when I created my game, I had to create systems (such as the entity system) that are useful for all. So I chose to create PyEngine (which uses PyGame itself) (And then it allows a good training in Python).

### 3.3 What are the dependencies of PyEngine ?

Apart from Python, PyEngine uses PyGame.

### 3.4 What are the platforms where PyEngine can be used ?

If you can use PyGame and Python, you can use PyEngine.

### 3.5 I would like to participate in the development of PyEngine, how do I do it ?

Send me a message by Discord (LavaPower#2480) to see what you can do or go to GitHub



## 4.1 V 2.0.0 - XX/XX/XX (INDEV)

- Complete rework on PyEngine



## CHAPITRE 5

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Window

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## CHAPITRE 6

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World

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# CHAPITRE 7

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WorldSystems

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# CHAPITRE 8

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WindowSystems

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## CHAPITRE 9

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Widgets

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# CHAPITRE 10

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Entities

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# CHAPITRE 11

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Components

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## CHAPITRE 12

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Utils

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# CHAPITRE 13

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