

Step 023 - LayeredDirty Sprites

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According to the pygame documentation at

- <http://www.pygame.org/docs/ref/sprite.html#pygame.sprite.LayeredDirty>

pygame provides a **LayeredDirty** group for sprites. This is handy for sprites that do not move around a lot and don't need to be redrawn every frame.

Sadly i am not able to understand how to change the layer of a LayeredDirty sprite after it's creation...

The only way to assign a layer to a sprite DirtyLayered sprite group is to watch the order of creating those sprites.

LayerdDirty works best with DirtySprites, a subclass of Sprites:

```
pygame.sprite.DirtySprite
a more featureful subclass of Sprite with more attributes
pygame.sprite.DirtySprite(*groups): return DirtySprite
None
Extra DirtySprite attributes with their default values:

dirty = 1

    if set to 1, it is repainted and then set to 0 again
    if set to 2 then it is always dirty ( repainted each frame,
    flag is not reset)
    0 means that it is not dirty and therefor not repainted again
blendmode = 0

    its the special_flags argument of blit, blendmodes
source_rect = None

    source rect to use, remember that it is relative to
    topleft (0,0) of self.image
visible = 1

    normally 1, if set to 0 it will not be repainted
    (you must set it dirty too to be erased from screen)
layer = 0

    (READONLY value, it is read when adding it to the
    LayeredRenderGroup, for details see doc of LayeredRenderGroup)
```

Also see [schwarzweiss game](#) for an example of how to use LayeredDirty sprite group.

source code on github

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Last update: **2014/01/09 11:07**

