Moving while key down

You can use the arrow keys – or other keys like a, d, w, s – to move a character.

The character keeps moving, as long as the key is down.

```
WIDTH = 640
   HEIGHT = 480
2
   bee = Actor('bee')
5
6
   def update(dt):
7
       if kevboard.left:
8
           bee.x -= 100 * dt
9
        elif keyboard.right:
           bee.x += 100 * dt
10
        elif keyboard.up:
11
           bee.y -= 100 * dt
12
        elif keyboard.down:
14
           bee.y += 100 * dt
15
16
   def draw():
17
       screen.fill((0, 210, 255))
        bee.draw()
```

Every "Actor" automatically has a position that is initialized to (0,0), the top left corner. We move the bee around, by increasing or decreasing its x and y coordinates.



You can easily specify the initial position of an actor:

bee = Actor('bee', (100, 100))

Or change it later by setting its \mathbf{x} and \mathbf{y} .



If you use four <code>if</code> conditions, instead of one <code>if</code> ... <code>elif</code> ... <code>elif</code> ... <code>elif</code> ..., then you can press the right and down keys at the same time to move the bee diagonally.

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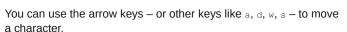
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