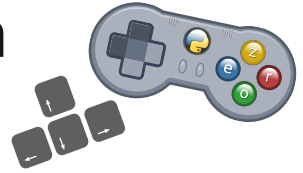


Moving on key down



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

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

```
1  WIDTH = 640
2  HEIGHT = 480
3
4  bee = Actor('bee')
5
6  def update(dt):
7      if keyboard.left:
8          bee.x -= 100 * dt
9      elif keyboard.right:
10         bee.x += 100 * dt
11     elif keyboard.up:
12         bee.y -= 100 * dt
13     elif keyboard.down:
14         bee.y += 100 * dt
15
16 def draw():
17     screen.fill((0, 210, 255))
18     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.



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