







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.


```
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.

 You can easily specify the initial position of an actor:

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






Or change it later by setting its `x` and `y`.

 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.


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