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.

```
WIDTH = 640
   HEIGHT = 480
2
   bee = Actor('bee')
5
6
   def update(dt):
7
       if keyboard.left:
           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 $\mathbf x$ and $\mathbf y$ coordinates.

Moving on key down

VVII

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1.5
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