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.

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.

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Or change it later by setting its x and y.





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

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

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```

If you use four if conditions, instead of one if ... elif ... elif ...

one if ... elif ... elif ... 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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```
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        elif keyboard.up:
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12
13
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```

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

```
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```