

# 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`.



```

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()

```



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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