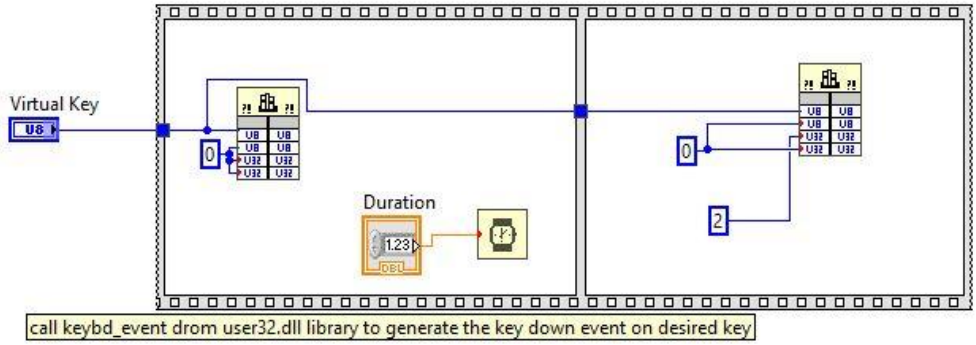
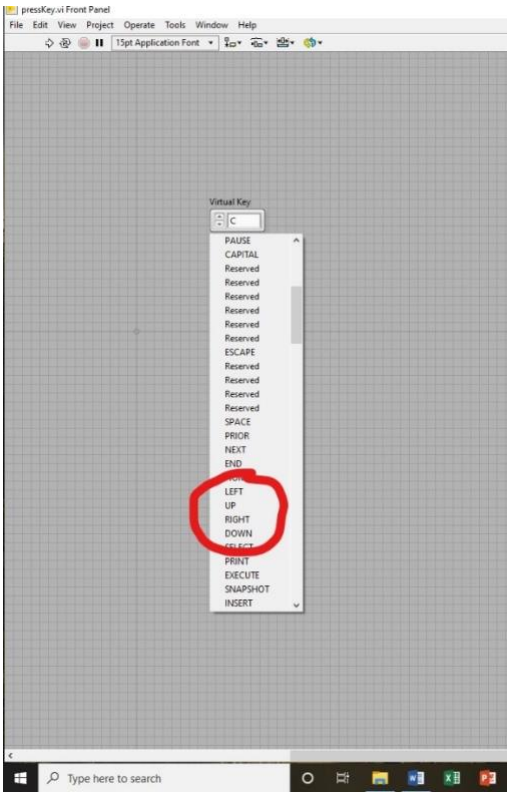
Using Key Press SubVI

You cannot use the same code from lab 4 to control the pacman moving in the final project. The function of using the library node in lab 4 moved the mouse cursor, but now you need to activate a direction key(press the key) on your keyboard. A subVI has been written which uses the appropriate keyboard function (Windows system), and the suggested parameters are given. The block diagram of that subVI is shown below.



To press a key using this subVI, click on the “Virtual Key” Enum and scroll down to these inputs: LEFT, RIGHT, UP, and DOWN. And when you run the subVI, it will trigger a key press.



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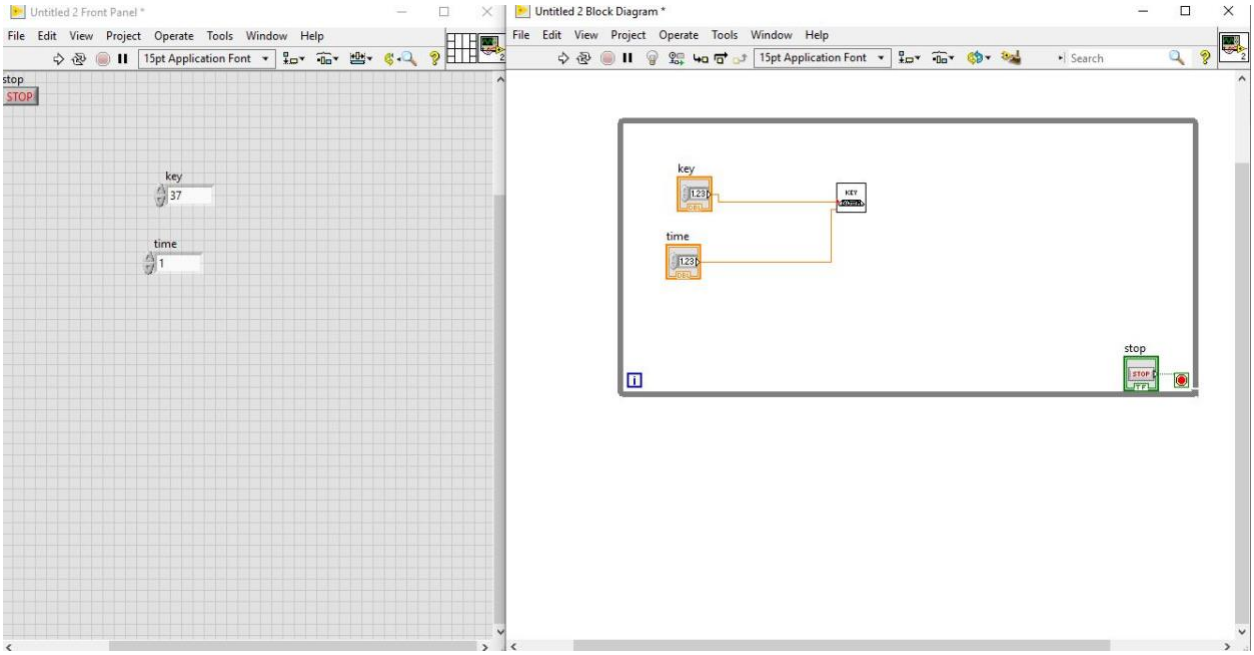
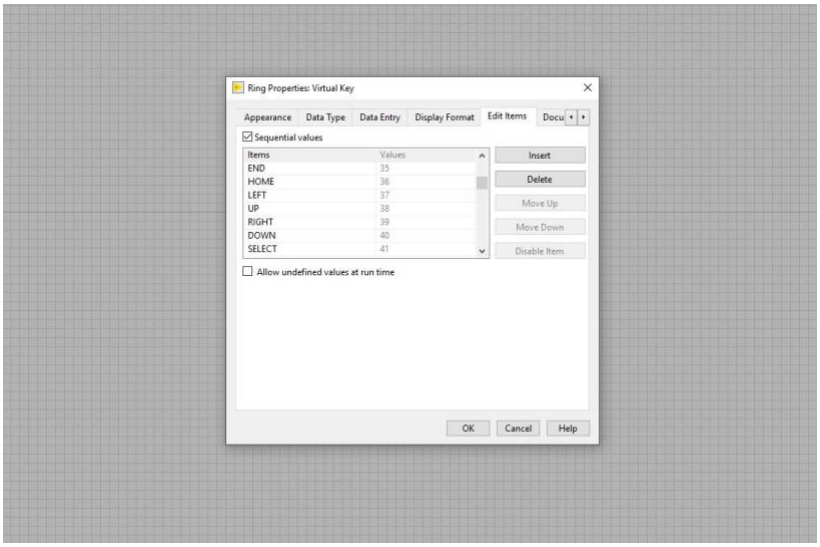
However, to use this as a subVI in a your final project, you will need to (1)select a key and (2)input a number, as shown below. The number represent how long the key would be pressed.



This example above has a loop around the subVI, and the time was set at 1, meaning the code will click the LEFT button every 1 ms. You have to use specific numbers for the Call Library Node to interpret which key to press. To do LEFT, RIGHT, UP, or DOWN you can use 37,38,39, or 40, respectively. The figure below shows how those numbers are linked to the labels in the original enum input. This is necessary because of how Windows runs its own key select functions.



In addition, you'll notice the subVI has an input for how long the key is to remain being pressed. 1ms is a really long time, you may adjust the value for "time" as you need. Hope this helps and let us know if you have further questions!