

# Goal Keying.rkt Using PEG

```
#lang racket/gui
(provide keying)
(require "sv.rkt" "av.rkt" "move.rkt" "key-peg.rkt")
(peg pkeying "
  space : (sv w 'message #f)
  return : (sv w 'message #f)
  m: (sv w 'map (not (av w 'map)))
  f8: [(writeln w) w] ; Write out current state.
  f9: (sv w 'dbg-trap (not (av w 'dbg-trap))) ; Show traps.
  f10: (sv w 'dbg-tile (not (av w 'dbg-tile))) ; Tile identification mode.
  f11: (sv w 'grid (not (av w 'grid))) ; Display tile grid overlay.
  f12: (sv w 'debug (not (av w 'debug))) ; Display current state.
  right: (world-move w 1 0)
  left: (world-move w -1 0)
  up: (world-move w 0 -1)
  down: (world-move w 0 1)
  wheel-up: (world-scroll w 1)
  wheel-down: (world-scroll w -1)
")
)
```

Not a major difference, but enough to test PEG-ification  
(if successful)

