

src/gameboy/mod.rs

```
pub enum Button {  
    A,  
    B,  
    Left,  
    Right,  
    Up,  
    Down,  
    Start,  
    Select,  
}
```

src/desktop.rs

```
if let Some(virt_keycode) = input.virtual_keycode {
    let button = match virt_keycode {
        VirtualKeyCode::A => Button::A,
        VirtualKeyCode::B => Button::B,
        VirtualKeyCode::Z => Button::Select,
        VirtualKeyCode::X => Button::Start,
        VirtualKeyCode::Left => Button::Left,
        VirtualKeyCode::Right => Button::Right,
        VirtualKeyCode::Down => Button::Down,
        VirtualKeyCode::Up => Button::Up,
        _ => {
            *control_flow = glutin::event_loop::ControlFlow::Poll;
            return;
        }
    };
    match input.state {
        ElementState::Pressed => gb.keydown(button),
        ElementState::Released => gb.keyup(button),
    }
}
```