# Keyboard Controller Tutorial

The keyboard controller lets you control the robot remotely from your computer. To get use the controller we need to import it using

from pygame.locals import \*

from Keyboard import KeyboardController

next we need to create our controller

controller = KeyboardController()

then we tell it what function to call when we press/depress keys.

controller.addListener(K\_w, forward, stop)

where K\_w is a constant telling the program to listen for the ***w*** key to be pressed, look at the *‘Keyboard Constants.txt’* file for all possible keys.

Forward and stop are the names of functions defined using the def command. The first function will be called when your push the key down, the second function will be called when you let go of the key.

def forward():

#your code here!

def stop():

#your code here!

When you’ve added all your listeners, tell the controller to start to start controlling your robot.

controller.start()