

%This function is called as a keyPressFcn callback whenever the user  
%presses a key. It will assign different values to the rocket's three key  
%buffers depending on what key was pressed. The main code can then read  
%these values and decide what to do based on them - for example, rotate the  
%rocket if the a key was pressed. It then needs to set the buffer back to  
%zero, or else it will read it again next frame.

```
function bufferKeys(~, event, rocket)
    %Rotation keys
    switch event.Key
        case 'a' %a
            rocket.rotBuffer = 1; %a key
        case 'd' %d
            rocket.rotBuffer = 2; %d key
    end

    %Throttle keys
    switch event.Key
        case 'z' %z
            rocket.throttleBuffer = 1; %z key
        case 'x' %x
            rocket.throttleBuffer = 2; %x key
        case 'w' %w
            rocket.throttleBuffer = 3; %w key
        case 's' %s
            rocket.throttleBuffer = 4; %s key
    end

    switch event.Key
        case 'escape'
            rocket.specialBuffer = 1; %pause
        case 'space'
            rocket.specialBuffer = 2; %space to start game
        case 'q'
            rocket.specialBuffer = 3; %quit game in pause menu
        case 'c'
            rocket.specialBuffer = 99; %debug
        case 'h'
            rocket.specialBuffer = 4; %tutorial
    end
end
```

Not enough input arguments.

Error in bufferKeys (line 9)  
switch event.Key

