# Keyboard Inputs

## Code

```
orxSTATUS orxFASTCALL Init()
{
  orxClock_Register(orxClock_FindFirst(orx2F(-1.0f), orxCLOCK_TYPE_CORE),
Update, orxNULL, orxMODULE_ID_MAIN, orxCLOCK_PRIORITY_NORMAL);
...
```

```
void orxFASTCALL Update(const orxCLOCK_INFO *_pstClockInfo, void *_pContext)
{
    if (orxInput_IsActive("GoLeft")) {
        orxLOG("Left Key Pressed.");
    }
    if (orxInput_IsActive("GoRight")) {
        orxLOG("Right Key Pressed.");
    }
    if (orxInput_IsActive("GoUp")) {
        orxLOG("Up Key Pressed.");
    }
    if (orxInput_IsActive("GoDown")) {
        orxLOG("Down Key Pressed.");
    }
}
...
```

## Config

```
[KeysForInput]
KEY_ESCAPE = Quit
KEY_UP     = GoUp
KEY_DOWN   = GoDown
KEY_LEFT   = GoLeft
KEY_RIGHT  = GoRight
```