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
```

From:
https://orx-project.org/wiki/ - **Orx Learning**

Permanent link:
https://orx-project.org/wiki/en/examples/input/keyboard_input?rev=1518598064

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