Controlling Scripts with the Keyboard
“Mapping” Commands to the Keyboard

The “when key pressed” block is a **control** block. It **runs** a script when a button on the **keyboard** is pressed. It has 1 variable:

1. You can change **which key** will start the script.

The “when key pressed” block only works at the **beginning** of a script. (You can think of it as a “hat” for the script.)
Mapping Commands to the Keyboard!

To control a script with the keyboard, place a “when key pressed” block on top of it and choose which key will run the script.

When a key on the keyboard starts a script, we say that script has been “mapped” to that key.