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GBA Hardware

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"Hello, World!"

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Mosaic[Version History](#)**HAM Tutorial :: Day 3 :: Input**

Another easy thing to do with HAM is user input. Today we'll start with the code from the [Day 2](#) tutorial and add some code to check for input.

```
// The Main HAM Library
#include <mygba.h>

// Function: main()
int main()
{
    // Variables
    bool key_pressed = 0;

    // Initialize HAMlib
    ham_Init();

    // Initialize the text display system in BGMODE 0
    ham_InitText(0);

    // Draw some text to the screen
    ham_DrawText(0,0,"Hello, World!");
    ham_DrawText(10,19,"Press D-Pad To Reset");

    // Loop until a direction on the D-Pad is pressed
    while(key_pressed == 0)
    {
        // Check for input
        if (F_CTRLINPUT_UP_PRESSED
            || F_CTRLINPUT_DOWN_PRESSED
            || F_CTRLINPUT_LEFT_PRESSED
            || F_CTRLINPUT_RIGHT_PRESSED)
        {
            // Change key_pressed to true
            key_pressed = 1;
        }
    }

    return 0;
} // End of main()
```

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## Code Explanation

*if (F\_CTRLINPUT\_UP\_PRESSED ...)*

During the while loop it will do a check to see if up, down, left or right is pressed. After changing *key\_pressed* to false, it will end the while() loop and 'reset' the game.

| GBA Button | HAM Equivalent             |
|------------|----------------------------|
| UP         | F_CTRLINPUT_UP_PRESSED     |
| DOWN       | F_CTRLINPUT_DOWN_PRESSED   |
| LEFT       | F_CTRLINPUT_LEFT_PRESSED   |
| RIGHT      | F_CTRLINPUT_RIGHT_PRESSED  |
| START      | F_CTRLINPUT_START_PRESSED  |
| SELECT     | F_CTRLINPUT_SELECT_PRESSED |
| B          | F_CTRLINPUT_B_PRESSED      |
| A          | F_CTRLINPUT_A_PRESSED      |
| L          | F_CTRLINPUT_L_PRESSED      |
| R          | F_CTRLINPUT_R_PRESSED      |

**NOTE:** In order to do diagonal movement, you can use something like:  
*if (F\_CTRLINPUT\_UP\_PRESSED && F\_CTRLINPUT\_LEFT\_PRESSED)*  
There will be an example of this in a later project.

Well, another day, another tutorial. Again, nothing difficult here.

## Download Code

**NOTE:** You may need to Right-click and choose Save As.

### HAM Version 2.80 And Higher

Download All Files In One Zip: [Day3\\_Input.zip](#)

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