



## PONG – Stop the bats from disappearing

The paddles will move off to infinity when moved up or down. So they will disappear and then keep on moving. This is not very user friendly. Find the following section of code for the “Bat” (use CTRL+F):

```
def update(self):
    if self.moving:
        # Move the bat up or down if moving
        if self.direction == "up":
            self.rect.centery -= self.speed
        elif self.direction == "down":
            self.rect.centery += self.speed
```

This is the code that adjusts the bat (or paddle) position. Type in the highlighted modification to this code to prevent the bat from moving off the screen:

```
def update(self):
    if self.moving:
        # Move the bat up or down if moving
        if self.direction == "up":
            self.rect.centery -= self.speed
            if self.rect.bottom < 20:
                self.rect.bottom = 20
                self.moving = False
        elif self.direction == "down":
            self.rect.centery += self.speed
            if self.rect.top > self.displayHeight - 20:
                self.rect.top = self.displayHeight - 20
                self.moving = False
```

There is one more line of code required (if not already added when adding the game reset code). The second section of code that we just inserted is referring to “self.displayHeight”. This variable has not been set up yet. It should be set up in the Bat “\_\_init\_\_” function, as follows:

```
self.displayHeight = displaySize[1]
```

Now run the program (F5) and see what happens to the bats as you try to move them off the screen.