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Make a player object move when arrow keys are pressed

This card is best for *Maze* style games because the player will move in fixed directions

Object_Player

 Event: Keyboard <Left> Action: Move Fixed Select Arrow:  Speed: 8 Not Relative	Events:  <Left>	Actions:  Start moving in a direction
 Event: Keyboard <Up> Action: Move Fixed Select Arrow:  Speed: 8 Not Relative	Events:  <Left>  <Up>	Actions:  Start moving in a direction
 Event: Keyboard <Right> Action: Move Fixed Select Arrow:  Speed: 8 Not Relative	Events:  <Left>  <Up>  <Right>	Actions:  Start moving in a direction
 Event: Keyboard <Down> Action: Move Fixed Select Arrow:  Speed: 8 Not Relative	Events:  <Left>  <Up>  <Right>  <Down>	Actions:  Start moving in a direction
 Event: Keyboard <No Key> Action: Move Fixed Select Center Square <input type="checkbox"/> Speed: 0 Not Relative	Events:  <no key>  <Left>  <Up>	Actions:  Start moving in a direction
 Event: Collision <Wall> Action: Move Fixed Select Center Square <input type="checkbox"/> Speed: 0 Not Relative	Events:   object_wall  <no key>  <Left>  <Up>	Actions:  Start moving in a direction

Object_player should only move when keys are pressed and should stop when it hits object_wall, unless 'Solid' is not checked in object_wall properties.