

[KeyState \(../deps/keys.hpp\)](#)

KeyState is a simple structure that stores the state of a key.

See all available key IDs [here \(../deps/keys.hpp\)](#).

```
struct KeyState {  
    KeyState(Key keyID) : key{keyID} {};  
    ~KeyState() = default;  
  
    Key key; // The is of the key  
    bool is_pressed{false}; // Represents the state  
};
```