How to check if a key is pressed

Use the Windows *GetKeyState* function to get data about the required key. *GetKeyState* can be passed either a virtual key code such as *VK_CONTROL* or an ascii value such as *Ord('A')*.

The data returned by *GetKeyState* has its high bit set if the key is pressed, making the returned (signed) value negative. So to check if a key is down we simply check for a negative return value from *GetKeyState*. Here's a function that checks if the Control key is presssed:

```
function IsControlKeyPressed: Boolean;
begin
  Result := GetKeyState(VK_CONTROL) < 0;
end;
```

See also the *IsKeyPressed* routine in the *Code Snippets Database*.

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