| | [**Overview**](http://docs.google.com/index-overview-summary.html) | [**Project**](http://docs.google.com/project-summary.html) | **Class** | [**Tree**](http://docs.google.com/project-tree.html) | [**Deprecated**](http://docs.google.com/index-deprecated-list.html) | [**Index**](http://docs.google.com/index-all.html) | | --- | --- | --- | --- | --- | --- | | | ***CarnegieMellonGraphics*** |
| --- | --- | --- | --- | --- | --- | --- | --- | --- |
| [**FRAMES**](http://docs.google.com/index.html)    [**NO FRAMES**](http://docs.google.com/CarnegieMellonGraphics2/KeyboardEvent.html) |
| SUMMARY:  INNER | FIELD | [CONSTR](#30j0zll) | [METHOD](#1fob9te) | DETAIL:  FIELD | [CONSTR](#3znysh7) | [METHOD](#4d34og8) |  |

## **CarnegieMellonGraphics2**

Class KeyboardEvent

   in [CarnegieMellonGraphics.h](http://docs.google.com/CarnegieMellonGraphics.h.html)

class **KeyboardEvent**

KeyboardEvents are generated whenever the user presses a key. KeyboardEvents operate in a manner very similar to that of [MouseEvent](http://docs.google.com/CarnegieMellonGraphics2/MouseEvent.html). So in the interest of brevity, I won't repeat much of the similar information. As before, they use default parameters, so the user only need specify as much detail as they have interest in matching.

As before it is also, possible to simply extract the pertinent information from an event using the accessor membor fuctions.

So for example if the user simply wants to see if the "G" key has been pressed they can do the following:

if(KeyboardEvent('g') == some\_event)  
 // do something

Note, that if they wanted a capital G they should do the following:

if(KeyboardEvent('G') == some\_event)  
 // do something

rather than

if(KeyboardEvent('g', KeyModifiers::SHIFT) == some\_event)  
 // do something

One final example would be if the user wants to detect if the Alt and Escape keys have been pressed simultaneously they would do:

if(KeyboardEvent(NamedKey::ESCAPE, KeyModifiers::ALT) == some\_event)  
 // do something else

Note that on some platforms, certain keyboard and modifier combinations will a) be trapped by the operating system/window manager and will not be reported as having taken place or b) correspond to another ASCII value for example Control-A under Unix/X11 will not map to A with a control modifier

| **Constructor Summary** | |
| --- | --- |
| [**KeyboardEvent**](#2et92p0)( const int key, const [KeyModifiers](http://docs.google.com/CarnegieMellonGraphics2/KeyModifiers.html) km = KeyModifiers::ANY\_MODIFIERS )            Constructor for a keyboard event from a pair of parameters. |
| [**KeyboardEvent**](#3dy6vkm)( const [**KeyboardEvent**](#3dy6vkm)& ke ) |
| [**KeyboardEvent**](#1t3h5sf)() |

| **Method Summary** | |
| --- | --- |
| const [KeyModifiers](http://docs.google.com/CarnegieMellonGraphics2/KeyModifiers.html) | [**getModifiers**](#2s8eyo1)() const            Obtain the set of modifers active at the time of the event |
| const int | [**getValue**](#3rdcrjn)() const            Obtain the integer value cooresponding to the event |
| bool | [**operator!=**](#lnxbz9)( const KeyboardEvent& rhs ) const            Comparison operators for inequality on keyboard events |
| bool | [**operator==**](#1ksv4uv)( const KeyboardEvent& rhs ) const            Comparison operators for equality on keyboard events |

| **Constructor Detail** |
| --- |

### KeyboardEvent

public **KeyboardEvent**( const int key, const [KeyModifiers](http://docs.google.com/CarnegieMellonGraphics2/KeyModifiers.html) km = KeyModifiers::ANY\_MODIFIERS );

Constructor for a keyboard event from a pair of parameters.

### KeyboardEvent

public **KeyboardEvent**( const **KeyboardEvent**& ke );

### KeyboardEvent

public **KeyboardEvent**();

| **Method Detail** |
| --- |

### getModifiers

public const [KeyModifiers](http://docs.google.com/CarnegieMellonGraphics2/KeyModifiers.html) **getModifiers**() const;

Obtain the set of modifers active at the time of the event

### getValue

public const int **getValue**() const;

Obtain the integer value cooresponding to the event

### operator!=

public bool **operator!=**( const KeyboardEvent& rhs ) const;

Comparison operators for inequality on keyboard events

### operator==

public bool **operator==**( const KeyboardEvent& rhs ) const;

Comparison operators for equality on keyboard events

| | [**Overview**](http://docs.google.com/index-overview-summary.html) | [**Project**](http://docs.google.com/project-summary.html) | **Class** | [**Tree**](http://docs.google.com/project-tree.html) | [**Deprecated**](http://docs.google.com/index-deprecated-list.html) | [**Index**](http://docs.google.com/index-all.html) | | --- | --- | --- | --- | --- | --- | | | ***CarnegieMellonGraphics*** |
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