Keyboard.press() method

Shortcut for Keyboard.down() and Keyboard.up().

Signature:

```
press(key: KeyInput, options?: {
        delay?: number;
        text?: string;
    }): Promise<void>;
```

Parameters

Parameter	Type	Description
key	KeyInput	Name of key to press, such as ArrowLeft. See KeyInput for a list of all key names.
options	{ delay?: number; text?: string; }	An object of options. Accepts text which, if specified, generates an input event with this text. Accepts delay which, if specified, is the time to wait between keydown and keyup in milliseconds. Defaults to 0.

Returns:

Promise<void>

Remarks

If `key` is a single character and no modifier keys besides `Shift` are being held down, a `keypress`/`input` event will also generated. The `text` option can be specified to force an input event to be generated.

Modifier keys DO effect Keyboard.press(). Holding down `Shift` will type the text in upper case.