Keyboard.down() method

Dispatches a `keydown` event.

Signature:

```
down(key: KeyInput, options?: {
        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	{ text?: string; }	An object of options. Accepts text which, if specified, generates an input event with this text.

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. If `key` is a modifier key, `Shift`, `Meta`, `Control`, or `Alt`, subsequent key presses will be sent with that modifier active. To release the modifier key, use Keyboard.up().

After the key is pressed once, subsequent calls to Keyboard.down() will have repeat set to true. To release the key, use Keyboard.up().

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