Keyboard class

Keyboard provides an api for managing a virtual keyboard. The high level api is Keyboard.type(), which takes raw characters and generates proper keydown, keypress/input, and keyup events on your page.

Signature:

```
export declare class Keyboard
```

Remarks

For finer control, you can use Keyboard.down(), Keyboard.up(), and Keyboard.sendCharacter() to manually fire events as if they were generated from a real keyboard.

On MacOS, keyboard shortcuts like `⌘ A` -> Select All do not work. See #1313.

The constructor for this class is marked as internal. Third-party code should not call the constructor directly or create subclasses that extend the `Keyboard` class.

Example 1

An example of holding down `Shift` in order to select and delete some text:

```
await page.keyboard.type('Hello World!');
await page.keyboard.press('ArrowLeft');

await page.keyboard.down('Shift');
for (let i = 0; i < ' World'.length; i++)
  await page.keyboard.press('ArrowLeft');
await page.keyboard.up('Shift');

await page.keyboard.press('Backspace');
// Result text will end up saying 'Hello!'
```

Example 2

An example of pressing `A`

```
await page.keyboard.down('Shift');
await page.keyboard.press('KeyA');
await page.keyboard.up('Shift');
```

Methods

Method	Modifiers	Description
down(key, options)		Dispatches a `keydown` event.

press(key, options)		Shortcut for Keyboard.down() and Keyboard.up().
sendCharacter(char)		Dispatches a `keypress` and `input` event. This does not send a `keydown` or `keyup` event.
type(text, options)		Sends a `keydown`, `keypress`/`input`, and `keyup` event for each character in the text.
up(key)		Dispatches a `keyup` event.