

[Home](#) > [puppeteer](#) > [Keyboard](#) > [press](#)

## 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	<a href="#">KeyInput</a>	Name of key to press, such as <code>ArrowLeft</code> . See <a href="#">KeyInput</a> 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 <code>keydown</code> and <code>keyup</code> 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 be 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.