

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

## Keyboard.up() method

Dispatches a `keyup` event.

### Signature:

```
up(key: KeyInput): Promise<void>;
```

## Parameters

Parameter	Type	Description
key	<a href="#">KeyInput</a>	Name of key to release, such as <code>ArrowLeft</code> . See <a href="#">KeyInput</a> for a list of all key names.

### Returns:

Promise<void>