## **Keyboard key index**

This index is used by the *eventListener* method from the graphical Interface.

Keyboard Key	Description	index number
ARROWLEFT	The left arrow key.	0
ARROWRIGHT	The right arrow key.	1
ARROWUP	The up arrow key.	2
ARROWDOWN	The down arrow key.	3
ENTER	The enter/return key.	4
RETURN	The backspace key.	5
A	The A key.	6
В	The B key.	7
С	The C key.	8
D	The D key.	9
Е	The E key.	10
F	The F key.	11
G	The G key.	12
Н	The H key.	13
I	The I key.	14
J	The J key.	15
K	The K key.	16
L	The L key.	17
M	The M key.	18
N	The N key.	19
0	The O key.	20
P	The P key.	21
Q	The Q key.	22
R	The R key.	23
S	The S key.	24
Т	The T key.	25
U	The U key.	26
V	The V key.	27
W	The W key.	28
X	The X key.	29

Keyboard Key	Description	index number
Y	The Y key.	30
Z	The Z key.	31
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F2	The F2 key.	33
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F4	The F4 key.	35
F5	The F5 key.	36
F6	The F6 key.	37
F7	The F7 key.	38
SPACE	The Space key. <b>Not</b> <b>Handled</b>	39
EXIT	The Exit related key. <b>Not Handled</b>	40
PREV_LIB	The previus lib related key.	41
PREV_GAME	The previous game related key.	42
NEXT_LIB	The next lib related key.	43
NEXT_GAME	The next game related key.	44
UP_KEY	The Up key. Not Handled	45
DOWN_KEY	The Down key. <b>Not</b> <b>Handled</b>	46
LEFT_KEY	The Left key. <b>Not</b> <b>Handled</b>	47
RIGHT_KEY	The Right key. <b>Not</b> <b>Handled</b>	48
RESTART	The Restart game related key.	48
VALID	The game validation related key.	49
PAUSE	The pause game related key.	50
MENU	The go to menu related key.	51
NONE	The None key.	52
NO_EVENT	The F7 key. <b>Not Handled</b>	53