

# KEYBOARD SCRIPT INTERFACE

**View online:** <https://www.construct.net/en/make-games/manuals/construct-3/scripting/scripting-reference/plugin-interfaces/keyboard>

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The `IKeyboardObjectType` interface derives from `IObjectClass` to add APIs specific to the Keyboard plugin.

Note this class derives from the object class interface, not the instance interface. Typically it is used through `runtime.keyboard` instead of the named object.

## Examples

See the [Simple keyboard movement](#) example for a basic demonstration of using the `isKeyDown()` method to move a Sprite.

## Events

To detect key press events, use the `"keyup"` and `"keydown"` events fired on the [Runtime script interface](#).

## Keyboard APIs

### `isKeyDown(keyStringOrWhich)`

Return a boolean indicating if the specified keyboard key is currently being held down. The key can be specified either by its numeric code, corresponding to the `KeyboardEvent.which` property, or a string identifying the physical key, corresponding to the `KeyboardEvent.code` property (see also [KeyboardEvent: code values](#)).

*Using numeric codes is now deprecated, so it's recommended to use a string for the key instead.*