

KEYBOARD SCRIPT INTERFACE

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

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.