

Reference > keyReleased()

keyReleased()

A function that's called once when any key is released.

Declaring the function `keyReleased()` sets a code block to run once automatically when the user releases any key:

```
function keyReleased() {  
  // Code to run.  
}
```

The `key` and `keyCode` variables will be updated with the most recently released value when `keyReleased()` is called by p5.js:

```
function keyReleased() {  
  if (key === 'c') {  
    // Code to run.  
  }  
  
  if (keyCode === ENTER) {  
    // Code to run.  
  }  
}
```

The parameter, `event`, is optional. `keyReleased()` is always passed a `KeyboardEvent` object with properties that describe the key press event:

```
function keyReleased(event) {  
  // Code to run that uses the event.  
  console.log(event);  
}
```

Browsers may have default behaviors attached to various key events. To prevent any default behavior for this event, add `return false;` to the end of the function.

Examples

```
// Click on the canvas to begin detecting key presses.  
  
let value = 0;  
  
function setup() {  
  createCanvas(100, 100);  
  
  describe(  
    'A gray square with a black square at its center. The  
    inner square changes color when the user releases a key.'  
  );  
}  
  
function draw() {  
  background(200);  
  
  // Style the square.  
  fill(value);  
  
  // Draw the square.  
  square(25, 25, 50);  
}  
  
// Toggle value when the user releases a key.  
function keyReleased() {  
  if (value === 0) {  
    value = 255;  
  } else {  
    value = 0;  
  }  
  // Uncomment to prevent any default behavior.  
  // return false;  
}
```

```
// Click on the canvas to begin detecting key presses.  
  
let value = 0;  
  
function setup() {  
  createCanvas(100, 100);  
  
  describe(  
    'A gray square with a black square at its center. The  
    inner square becomes white when the user releases the "w" key.'  
  );  
}  
  
function draw() {  
  background(200);  
  
  // Style the square.  
  fill(value);  
  
  // Draw the square.  
  square(25, 25, 50);  
}  
  
// Set value to 255 the user releases the 'w' key.  
function keyReleased() {  
  if (key === 'w') {  
    value = 255;  
  }  
  // Uncomment to prevent any default behavior.  
  // return false;  
}
```

```
// Click on the canvas to begin detecting key presses.  
  
let value = 0;  
  
function setup() {  
  createCanvas(100, 100);  
  
  describe(  
    'A gray square with a black square at its center. The  
    inner square turns white when the user presses and releases  
    the left arrow key. It turns black when the user presses and  
    releases the right arrow key.'  
  );  
}  
  
function draw() {  
  background(200);  
  
  // Style the square.  
  fill(value);  
  
  // Draw the square.  
  square(25, 25, 50);  
}  
  
// Toggle the background color when the user releases an arrow  
key.  
function keyReleased() {  
  if (keyCode === LEFT_ARROW) {  
    value = 255;  
  } else if (keyCode === RIGHT_ARROW) {  
    value = 0;  
  }  
}
```

Syntax

```
keyReleased([event])
```

Parameters

`event` `KeyboardEvent`: optional `KeyboardEvent` callback argument.

This page is generated from the comments in `src/events/keyboard.js`. Please feel free to edit it and submit a pull request!

Related References

key A String system variable that contains the value of the last key typed.	keyCode A Number system variable that contains the code of the last key typed.	keyIsDown Returns true if the key it's checking is pressed and false if not.	keyIsPressed A Boolean system variable that's true if any key is currently pressed and false if not.
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p5.js

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