

Reference > keyTyped()

keyTyped()

A function that's called once when keys with printable characters are pressed.

Declaring the function `keyTyped()` sets a code block to run once automatically when the user presses any key with a printable character such as `a` or `1`. Modifier keys such as `SHIFT`, `CONTROL`, and the arrow keys will be ignored:

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

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

```
function keyTyped() {  
  // Check for the "c" character using key.  
  if (key === 'c') {  
    // Code to run.  
  }  
  
  // Check for "c" using keyCode.  
  if (keyCode === 67) {  
    // Code to run.  
  }  
}
```

The parameter, `event`, is optional. `keyTyped()` 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);  
}
```

Note: Use the `keyPressed()` function and `keyCode` system variable to respond to modifier keys such as `ALT`.

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

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■

```
// Click on the canvas to begin detecting key presses.  
// Note: Pressing special keys such as SPACE have no effect.  
  
let value = 0;  
  
function setup() {  
  createCanvas(100, 100);  
  
  describe(  
    'A gray square with a white square at its center. The  
    inner square changes color when the user presses a key.'  
  );  
}  
  
function draw() {  
  background(200);  
  
  // Style the square.  
  fill(value);  
  
  // Draw the square.  
  square(25, 25, 50);  
}  
  
// Toggle the square's color when the user types a printable  
// key.  
function keyTyped() {  
  if (value === 0) {  
    value = 255;  
  } else {  
    value = 0;  
  }  
  // Uncomment to prevent any default behavior.
```

▶

■

```
// Click on the canvas to begin detecting key presses.  
  
let value = 0;  
  
function setup() {  
  createCanvas(100, 100);  
  
  describe(  
    'A gray square with a white square at its center. The  
    inner square turns black when the user types the "b" key. It  
    turns white when the user types the "a" key.'  
  );  
}  
  
function draw() {  
  background(200);  
  
  // Style the square.  
  fill(value);  
  
  // Draw the square.  
  square(25, 25, 50);  
}  
  
// Reassign value when the user types the 'a' or 'b' key.  
function keyTyped() {  
  if (key === 'a') {  
    value = 255;  
  } else if (key === 'b') {  
    value = 0;  
  }  
  // Uncomment to prevent any default behavior.
```

Syntax

```
keyTyped([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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