

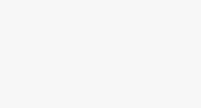
keyIsPressed

A Boolean system variable that's `true` if any key is currently pressed and `false` if not.

Examples



// Click on the canvas to begin detecting key presses.



```
function setup() {
  createCanvas(100, 100);

  describe(
    'A gray square with a white square at its center. The
    white square turns black when the user presses a key.'
  );
}

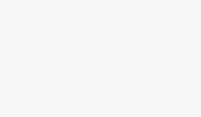
function draw() {
  background(200);

  // Style the square.
  if (keyIsPressed === true) {
    fill(0);
  } else {
    fill(255);
  }

  // Draw the square.
  square(25, 25, 50);
}
```



// Click on the canvas to begin detecting key presses.



```
function setup() {
  createCanvas(100, 100);

  describe(
    'A gray square with a white square at its center. The
    white square turns black when the user presses a key.'
  );
}

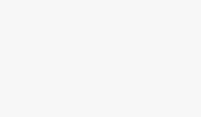
function draw() {
  background(200);

  // Style the square.
  if (keyIsPressed) {
    fill(0);
  } else {
    fill(255);
  }

  // Draw the square.
  square(25, 25, 50);
}
```



// Click on the canvas to begin detecting key presses.



```
function setup() {
  createCanvas(100, 100);

  describe(
    'A gray square with the word "false" at its center. The
    word switches to "true" when the user presses a key.'
  );
}

function draw() {
  background(200);

  // Style the text.
  textAlign(CENTER);
  textSize(16);

  // Display the value of keyIsPressed.
  text(keyIsPressed, 50, 50);
}
```

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.

p5.js

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