

[Reference > keyIsDown\(\)](#)

keyIsDown()

Returns `true` if the key it's checking is pressed and `false` if not.

`keyIsDown()` is helpful when checking for multiple different key presses. For example, `keyIsDown()` can be used to check if both `LEFT_ARROW` and `UP_ARROW` are pressed:

```
if (keyIsDown(LEFT_ARROW) && keyIsDown(UP_ARROW)) {
    // Move diagonally.
}
```

`keyIsDown()` can check for key presses using `keyCode` values, as in `keyIsDown(37)` or `keyIsDown(LEFT_ARROW)`. Key codes can be found on websites such as [keycode.info](#).

Examples



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

let x = 50;
let y = 50;

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

    background(200);

    describe(
        'A gray square with a black circle at its center. The
        circle moves when the user presses an arrow key. It leaves a
        trail as it moves.'
    );
}

function draw() {
    // Update x and y if an arrow key is pressed.
    if (keyIsDown(LEFT_ARROW) === true) {
        x -= 1;
    }

    if (keyIsDown(RIGHT_ARROW) === true) {
        x += 1;
    }

    if (keyIsDown(UP_ARROW) === true) {
        y -= 1;
    }

    if (keyIsDown(DOWN_ARROW) === true) {
        y += 1;
    }
}
```



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

let x = 50;
let y = 50;

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

    background(200);

    describe(
        'A gray square with a black circle at its center. The
        circle moves when the user presses an arrow key. It leaves a
        trail as it moves.'
    );
}

function draw() {
    // Update x and y if an arrow key is pressed.
    if (keyIsDown(37) === true) {
        x -= 1;
    }

    if (keyIsDown(39) === true) {
        x += 1;
    }

    if (keyIsDown(38) === true) {
        y -= 1;
    }

    if (keyIsDown(40) === true) {
        y += 1;
    }
}
```

Syntax

```
keyIsDown(code)
```



Parameters

code Number: key to check.

Returns

Boolean: whether the key is down or not.

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.

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

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