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# 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.
```

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```
// 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])
```

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## 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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