

duckyScript Cheatsheet: Key Combos

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Latest Resources

- [duckyPad Homepage](#)
- [duckyScript Full Doc](#)
- [Autoswitcher](#)
- [Syntax Highlighter](#)
- [Discord Chatroom](#)

Available Special Keys

CTRL / RCTRL	(media keys)
SHIFT / RSHIFT	MK_VOLUP
ALT / RALT	MK_VOLDOWN
WINDOWS / RWINDOWS	MK_MUTE
COMMAND / RCOMMAND	MK_PREV
OPTION / ROPTION	MK_NEXT
ESC	MK_PP (play/pause)
ENTER	MK_STOP
UP/DOWN/LEFT/RIGHT	
SPACE	(numpad keys)
BACKSPACE	NUMLOCK
TAB	KP_SLASH
CAPSLOCK	KP_ASTERISK
PRINTSCREEN	KP_MINUS
SCROLLLOCK	KP_PLUS
PAUSE	KP_ENTER
BREAK	KP_0 - KP_9
INSERT	KP_DOT
HOME	KP_EQUAL
PAGEUP / PAGEDOWN	
DELETE	(Japanese IME)
END	ZENKAKUHANKAKU
MENU	HENKAN
POWER	MUHENKAN
F1 - F24	KATAKANAHIRAGANA

Key Combos

- Easiest to Write
- For Shortcuts & Hotkeys
- Any Combo of:
- Special Keys / Letters / Numbers

ENTER

CTRL s

COMMAND SHIFT 4

Type Key Name in ALL CAPS

duckyScript Commands

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Typing	
STRING <code>text</code>	Type text AS-IS
STRINGLN <code>text</code>	Type text AS-IS Press ENTER at end
STRING_BLOCK END_STRING	Type text block AS-IS No new lines
STRINGLN_BLOCK END_STRINGLN	Same as above Press ENTER after each line

OLED	
OLED_CLEAR	Clear Screen
OLED_CURSOR <code>x</code> <code>y</code>	Set Cursor <code>x</code> <code>y</code> : 0 to 127 (0,0) = Top Left
OLED_PRINT <code>text</code>	Print Text at Current Cursor
OLED_CPRINT <code>text</code>	Print Text Center-Aligned
OLED_CIRCLE <code>x</code> <code>y</code> <code>radius</code> <code>fill</code>	<code>x</code> <code>y</code> : Position <code>radius</code> : In Pixels <code>fill</code> : 0 or 1
OLED_LINE <code>x1</code> <code>y1</code> <code>x2</code> <code>y2</code>	<code>x1</code> <code>y1</code> : Start <code>x2</code> <code>y2</code> : End
OLED_RECT <code>x1</code> <code>y1</code> <code>x2</code> <code>y2</code> <code>fill</code>	<code>x1</code> <code>y1</code> : Start <code>x2</code> <code>y2</code> : End <code>fill</code> : 0 or 1
OLED_UPDATE	Commit Changes to Screen
OLED_RESTORE	Show Default Screen

Pressing Keys	
Key Combos	See Page 1
KEYDOWN <code>key</code>	Hold key
KEYUP <code>key</code>	Release Key
<code>key</code> can be letter, number, or special key.	

Profile Switching	
PREV_PROFILE	
NEXT_PROFILE	
GOTO_PROFILE <code>name</code>	Case sensitive
Also check out duckyPad Autoswitcher!	

Miscellaneous	
DP_SLEEP	RGB & Screen OFF Halts Execution
HALT	Halt Execution
REPEAT <code>n</code>	Repeat line above <code>n</code> times

Mouse	
LMOUSE MMOUSE RMOUSE FMOUSE BMOUSE	Left / Middle / Right Forward / Backward Mouse Button Click
MOUSE_MOVE <code>x</code> <code>y</code>	Move Mouse in Pixels <code>x</code> : + Right - Left <code>y</code> : + Up - Down
MOUSE_SCROLL <code>h</code> <code>v</code>	Scroll horizontal <code>h</code> lines vertical <code>v</code> lines

RGB Backlight	
SWC_SET <code>n</code> <code>r</code> <code>g</code> <code>b</code>	Change RGB Colour <code>n</code> : Key ID (0 for current key) <code>r</code> <code>g</code> <code>b</code> : 0 to 255
SWC_FILL <code>r</code> <code>g</code> <code>b</code>	Change ALL RGB <code>r</code> <code>g</code> <code>b</code> : 0 to 255
SWC_RESET <code>n</code>	Reset RGB to Default <code>n</code> : Key ID 0 = Current Key 99 = All keys

Comments	
//	
REM_BLOCK ENDREM	

duckyScript: Advanced Usage

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Constants

`DEFINE` Define a Constant

Replaced AS-IS during preprocessing

`DEFINE EMAIL bob@me.com`

Variables

`VAR` Declare a 32-bit Variable

`VAR foo = 10`

Default Mode: **Signed**

Unsigned Mode: Set `_UNSIGNED_MATH = 1`

Persistent Global Variables

`_GV0` to `_GV31`

- Available across all profiles
- Persists over reboots

Operators

= Assign	<code>==</code> Equal	<code>&&</code> Logical AND
+ Add	<code>!=</code> Not equal	<code> </code> Logical OR
- Subtract	<code>></code> Greater than	<code>!</code> Logical NOT
* Multiply	<code><</code> Less than	<code>&</code> Bitwise AND
/ Divide	<code>>=</code> GTE	<code> </code> Bitwise OR
% Modulus	<code><=</code> LTE	<code>^</code> Bitwise XOR
** Exponent		<code><<</code> Left Shift
		<code>>></code> Right Shift

Augmented Assignments: `+=`, `*=`, etc

IF Statement

Code inside is executed
If `expression` is non-zero

`IF expression`
code
`END_IF`

Additional Checks

`ELSE IF`
`ELSE`

WHILE loop

Code inside is repeated
If `expression` is non-zero

`WHILE expression`
code
`END WHILE`

Jump to start

`CONTINUE`

Exit immediately

`LBREAK`

Functions

```
FUN my_func(args)
    code=
END_FUN

my_func() // call it
Optional args & returns
VARs declared inside have local scope
```

Randomisation

`VAR foo = RANDINT(lower, upper)`

Range is **inclusive**

Reading Keys

Blocking `VAR key = _BLOCKING_READKEY`
Wait until any keypress, returns KeyID

Non-Blocking `VAR key = _READKEY`
0 if no key pressed, KeyID otherwise

Bitfield `VAR key = _SW_BITFIELD`
Each bit: 1 = Pressed, 0 = Released

Real-time Clock

Automatically set when using [Autoswitcher](#)

Check `_RTC_IS_VALID` first.
Do not proceed if 0.

<code>_RTC_YEAR</code>	<code>_RTC_MINUTE</code>
<code>_RTC_MONTH</code>	<code>_RTC_SECOND</code>
<code>_RTC_DAY</code>	<code>_RTC_WDAY</code>
<code>_RTC_HOUR</code>	<code>_RTC_YDAY</code>

VAR Print & Formatting

`VAR foo = 10`
STRING Value is \$foo

Format Specifiers: Add immediately after var name	%d: Signed Decimal %u: Unsigned Decimal %x: Hex Lower %X: Hex Upper
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Zero-Pad	<code>%02d, %04x, etc</code>
Space-Pad	<code>%2d, %4x, etc</code>

duckyScript: Advanced Usage

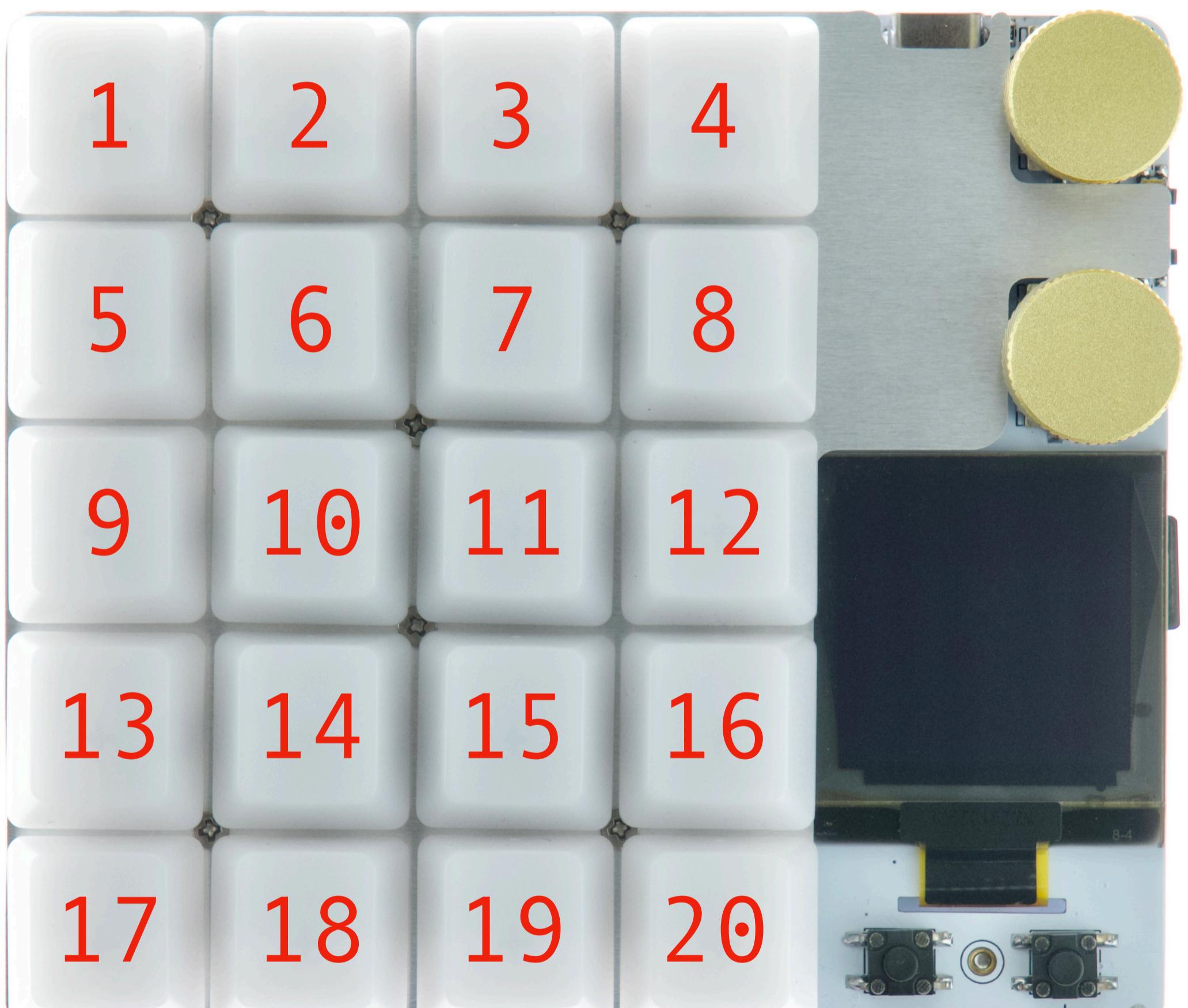
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duckyPad Standard Library
Additional Helper Functions Add USE_STDLIB to include Click for details
User Headers
Click “Edit Header” Button Write your own header Add USE_UH to include
Built-in Functions
Low-level Operations See Full Guide for details
PEEK8(addr) RANDINT(lower, upper) POKE8(addr, value) PUTS(value) RANDCHR(value) HIDTX(addr)
Random Letters
Types a random character
RANDOM_LOWERCASE_LETTER RANDOM_NUMBER RANDOM_UPPERCASE_LETTER RANDOM_SPECIAL RANDOM LETTER RANDOM_CHAR

Reserved Variables		
_TIME_S	R0	Elapsed time since power-on
_TIME_MS		
_BLOCKING_READKEY	R0	See “Reading Inputs”
_READKEY		
_SW_BITFIELD		
_IS_NUMLOCK_ON	R0	0: LED OFF 1: LED ON
_IS_CAPSLOCK_ON		
_IS_SCROLLLOCK_ON		
_ALLOW_ABORT	RW	0: Enable 1: Disable
_DONT_REPEAT		
_THIS_KEYID	R0	See “Key ID”
_DP_MODEL	R0	1: duckyPad, 2: duckyPad Pro
_KEYPRESS_COUNT	R0	
_RTC_IS_VALID		Check this first before reading RTC
_RTC_YEAR		4 Digits, e.g. 2025
_RTC_MONTH		1 - 12
_RTC_DAY		1 - 31
_RTC_HOUR	R0	0 - 23
_RTC_MINUTE		0 - 59
_RTC_SECOND		0 - 60
_RTC_WDAY		Day of Week, 0 = Sunday
_RTC_YDAY		Day of Year, 0 - 365
_RTC_UTC_OFFSET	RW	In Minutes
_UNSIGNED_MATH	RW	Math mode

Key IDs: duckyPad Pro

- Each key on duckyPad has a **unique ID**
 - Used for **reading button status** and changing RGB colour



Rotary Encoder	Clockwise	Counter Clockwise	Press
Upper	21	22	23
Lower	24	25	26

Expansion Module	CH1	CH2	CH3	CH4	CH5	CH6	CH7	CH8
Closest to duckyPad	37	38	39	40	41	42	43	44
2nd Closest	45	46	47	48	49	50	51	52

etc.

Key IDs: duckyPad (2020)

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