

duckyScript: Key Combos

6 Jan 2026

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Latest Docs	Available Special Keys
<ul style="list-style-type: none">• duckyPad User Manual• duckyScript Instructions	CTRL / RCTRL SHIFT / RSHIFT ALT / RALT WINDOWS / RWINDOWS COMMAND / RCOMMAND OPTION / ROPTION ESC ENTER UP/DOWN/LEFT/RIGHT SPACE BACKSPACE TAB CAPSLOCK PRINTSCREEN SCROLLLOCK PAUSE BREAK INSERT HOME PAGEUP / PAGEDOWN DELETE END MENU POWER F1 - F24
Key Combos	(media keys) MK_VOLUP MK_VOLDOWN MK_MUTE MK_PREV MK_NEXT MK_PP (play/pause) MK_STOP
<ul style="list-style-type: none">• Easiest to Write• For Shortcuts & Hotkeys• Any Combo of:• Special Keys / Letters / Numbers	(numpad keys) NUMLOCK KP_SLASH KP_ASTERISK KP_MINUS KP_PLUS KP_ENTER KP_0 - KP_9 KP_DOT KP_EQUAL
ENTER CTRL S COMMAND SHIFT 4	(Japanese IME) ZENKAKUHANKAKU HENKAN MUHENKAN KATAKANAHIRAGANA
Type Key Name in ALL CAPS	

duckyScript Commands

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Typing		OLED		Pressing Keys	
STRING <code>text</code>	Type text AS-IS	OLED_CLEAR	Clear Screen	Key Combos	See Page 1
STRINGLN <code>text</code>	Same as above Press ENTER at end	OLED_CURSOR <code>x y</code>	Set Cursor <code>x y</code> : 0 to 127 (0,0) = Top Left	KEYDOWN <code>key</code>	Hold key
STRING_BLOCK END_STRING	Type text block AS-IS	OLED_PRINT <code>text</code>	Print Text at Current Cursor	KEYUP <code>key</code>	Release Key
STRINGLN_BLOCK END_STRINGLN	Same as above Press ENTER after each line	OLED_CIRCLE <code>x y radius fill</code>	<code>x y</code> : Position <code>radius</code> : In Pixels <code>fill</code> : 0 or 1	<code>key</code> can be letter, number, or special key.	
Timing		OLED_LINE <code>x1 y1 x2 y2</code>	<code>x1 y1</code> : Start <code>x2 y2</code> : End	Profile Switching	
DELAY <code>n</code>	Wait <code>n</code> Milliseconds	OLED_RECT <code>x1 y1 x2 y2 fill</code>	Draw Rectangle <code>x1 y1</code> : Start <code>x2 y2</code> : End <code>fill</code> : 0 or 1	PREV_PROFILE	
DEFAULTDELAY <code>n</code>	How long to wait between each non-letter keypresses	OLED_UPDATE	Commit Changes to Screen	NEXT_PROFILE	
DEFAULTCHARDELAY <code>n</code>	How long to wait between each letter	OLED_RESTORE	Show Default Screen	GOTO_PROFILE <code>name</code>	Case sensitive
CHARJITTER <code>n</code>	Additional random delay between 0 and <code>n</code> ms after typing each letter			Also check out duckyPad Autoswitcher!	
Mouse		RGB Backlight		Miscellaneous	
LMOUSE MMOUSE RMOUSE FMOUSE BMOUSE	Left / Middle / Right Forward / Backward Mouse Button Click	SWC_SET <code>n r g b</code>	Change RGB Colour <code>n</code> : Key ID (0 for current switch) <code>r g b</code> : 0 to 255	DP_SLEEP	RGB & Screen OFF Halts Execution
MOUSE_MOVE <code>x y</code>	Move Mouse in Pixels <code>x</code> : + Right - Left <code>y</code> : + Up - Down	SWC_FILL <code>r g b</code>	Change ALL RGB <code>r g b</code> : 0 to 255	HALT	Halt Execution
MOUSE_SCROLL <code>h v</code>	Scroll horizontal <code>h</code> lines vertical <code>v</code> lines	SWC_RESET <code>n</code>	Reset RGB to Default <code>n</code> : Key ID 0 = Current Key 99 = All keys	REPEAT <code>n</code>	Repeat line above <code>n</code> times
Comments					
				//	
				REM	
		REM_BLOCK		ENDREM	

duckyScript: Advanced Usage

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Constants

`DEFINE` Define a Constant

Replaced AS-IS during preprocessing

`DEFINE MY_EMAIL bob@me.com`

`STRING My_email is MY_EMAIL!`

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

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 of loop

`CONTINUE`

Exit loop immediately

`LBREAK`

Functions

`FUN my_func(args)`
code
`RETURN`
`END_FUN`

`my_func() // call it`

Up to 8 args & 1 return value

VARs declared inside have local scope

Randomisation

`VAR foo = RANDINT(lower, upper)`

Range is **inclusive**

Reading Buttons

Blocking

`VAR key = _BLOCKING_READKEY`
Wait until key is pressed, returns KeyID

Non-Blocking

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

Bitfield

`VAR key = _SW_BITFIELD`
1 = Pressed, 0 = Released

Real-time Clock

Automatically set when using [Autoswitcher](#)

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

`_RTC_YEAR` `_RTC_MINUTE`

`_RTC_MONTH` `_RTC_SECOND`

`_RTC_DAY` `_RTC_WDAY`

`_RTC_HOUR` `_RTC_YDAY`

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

Zero-Pad

`%02d`, `%08x`, etc

Space-Pad

`%2d`, `%8u`, etc

duckyScript: Advanced Usage

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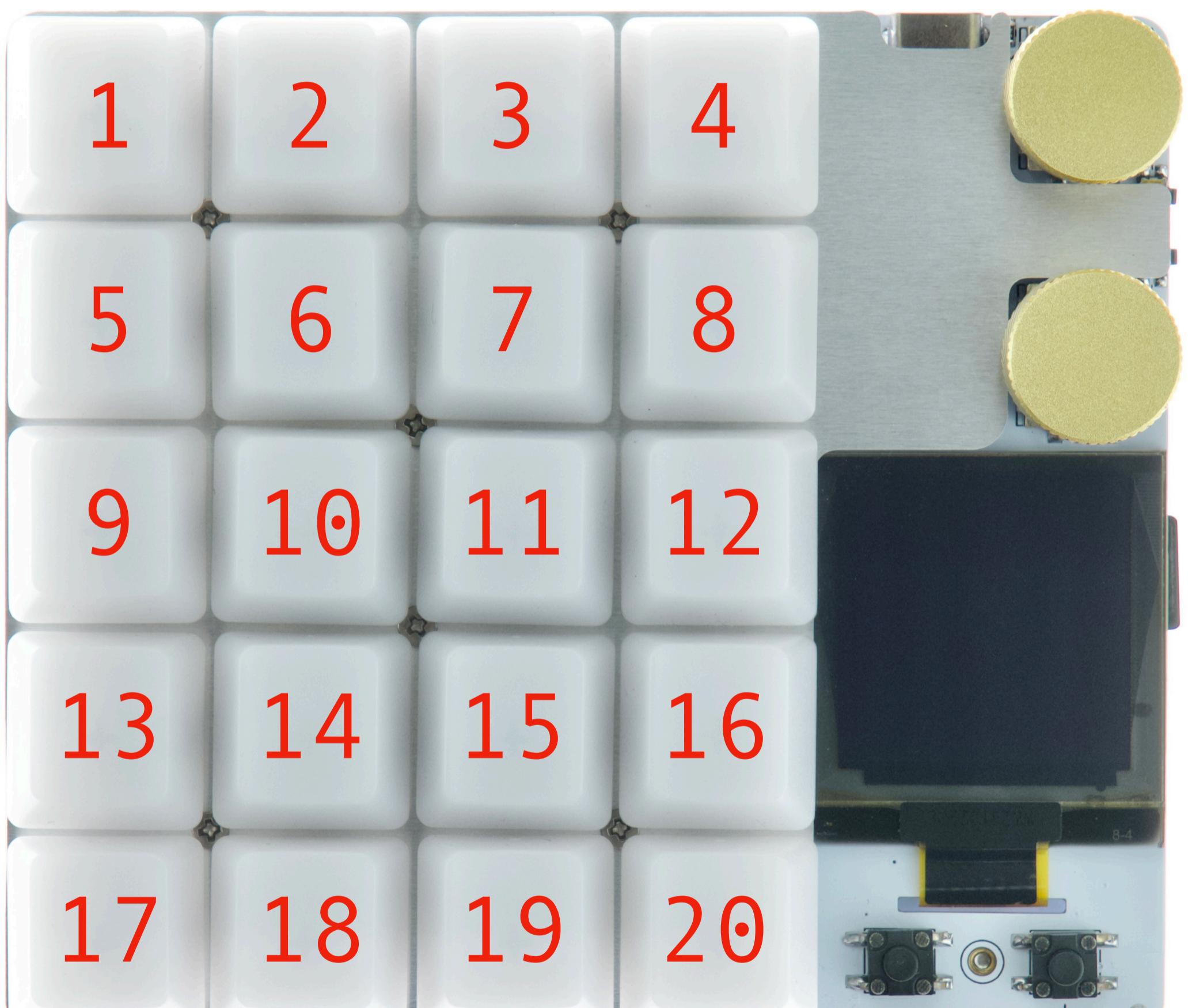
Built-in Functions	
Low-level Operations See Full Guide for details	
PEEK8(addr)	RANDINT(lower, upper)
POKE8(addr, value)	PUTS(value)
RANDCHR(value)	HIDTX(addr)

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

Key IDs: duckyPad (2020)

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