GetKeyState

This function determines if a certain key is pressed or not.

Note: 'ralt' may trigger both 'ralt' and 'lctrl', this is due to AltGr

Syntax

```
bool getKeyState ( string keyName )
```

Required Arguments

- **keyName:** The name of the key you're checking state of. See Key names.

Returns

Returns *true* if the specified key is pressed, *false* if it isn't or if an invalid key name is passed.