

# IsKeyBound

This function can be used to find out if a key has already been bound. If you do not specify a keyState or handler, any instances of key being bound will cause isKeyBound to return true.

## Syntax

```
bool isKeyBound ( player thePlayer, string key, [ string keyState, function handler ] )
```

## Required Arguments

- **thePlayer:** The player you're checking.
- **key:** The key you're checking. See Key names for a list of valid key names.

## Optional Arguments

- **keyState:** Is the state of the key when it calls the function, Can be either:
  - **"up":** when the key is released
  - **"down":** when the key is pressed
- **handler:** The function you're checking against

## Returns

Returns *true* if the key is bound, *false* otherwise.