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Keyboard.IsKeyDown(Key) Method

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Definition

Namespace: [System.Windows.Input](#)
Assembly: PresentationCore.dll

Determines whether the specified key is pressed.

C#  Copy

```
public static bool IsKeyDown (System.Windows.Input.Key key);
```

Parameters

key [Key](#)

The specified key.


Returns

[Boolean](#)

`true` if `key` is in the down state; otherwise, `false`.

Examples

The following example shows how to use the [IsKeyDown](#) method to determine the state of a specific key. The [Return](#) key is passed to the [IsKeyDown](#) method. If the method returns `true`, the background of a [Button](#) is changed.

C# 

```
// Uses the Keyboard.IsKeyDown to determine if a key is down.
// e is an instance of KeyEventArgs.
if (Keyboard.IsKeyDown(Key.Return))
{
    btnIsDown.Background = Brushes.Red;
}
else
{
    btnIsDown.Background = Brushes.AliceBlue;
}
```

Remarks

The [GetKeyStates](#) method can be used to determine the set of states of a specific key.

Applies to

Product	Versions
.NET Framework	3.0, 3.5, 4.0, 4.5, 4.5.1, 4.5.2, 4.6, 4.6.1, 4.6.2, 4.7, 4.7.1, 4.7.2, 4.8, 4.8.1
Windows Desktop	3.0, 3.1, 5, 6, 7, 8, 9

See also

- [KeyEventArgs](#)
- [IsDown](#)



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