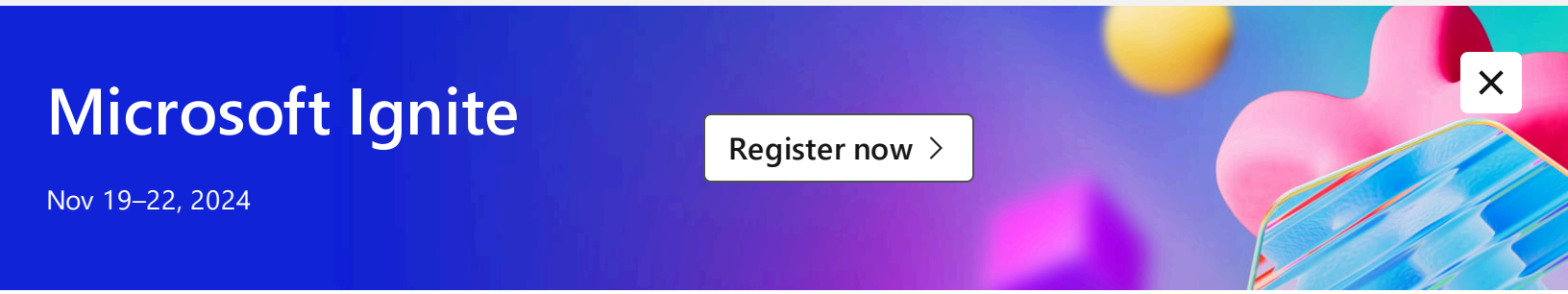

Keyboard.IsKeyDown(Key) Method

Reference

In this article

See also

Definition

Namespace: System.Windows.Input

Assembly: PresentationCore.dll

Determines whether the specified key is pressed.

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

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

```
static member IsKeyDown : System.Windows.Input.Key ->
bool
```

```
Public Shared Function IsKeyDown (key As Key) As Boolean
```

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.

```
// 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;
}
```

```
' Uses the Keyboard.IsKeyDown to determine if a key is down.
' e is an instance of KeyEventArgs.
If Keyboard.IsKeyDown(Key.Return) Then
    btnIsDown.Background = Brushes.Red
Else
    btnIsDown.Background = Brushes.AliceBlue
End If
```

Remarks

The GetKeyStates method can be used to determine the set of states of a specific key.

Applies to

See also

- KeyEventArgs
- IsDown

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