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Keyboard.IsKeyDown(Key) Method

Reference

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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 dowr
// 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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