```
void Keyboard::handleCmdKeyEvent(sf::Event& event) {
  if (event.type == sf::Event::TextEntered) {
    if (event.text.unicode < 128) { // get teh unicode characters up to 128
      std::cout << std::hex << event.text.unicode << ' ' << '\n'; // print out the hex value
      switch (event.text.unicode) {
        case KEYS::ENTER:
          ctDeleted = ctEntered;
          ctEntered.clear();
          break;
        case KEYS::BS:
          break;
        default:
          ctEntered += static_cast<char>(event.text.unicode); // convert back into text to draw
          break;
      }
    }
  }
}
```