

Keyboard key tokens

[Input reference](#)

Description

See [key input](#) for how these are used.

These key codes are inspired by the *USB HID Usage Tables v1.12* (p. 53-60), but re-arranged to map to 7-bit ASCII for printable keys (function keys are put in the 256+ range).

The naming of the key codes follow these rules:

- The US keyboard layout is used
- Names of printable alpha-numeric characters are used (e.g. "A", "R", "3", etc.)
- For non-alphanumeric characters, Unicode-ish names are used (e.g. "COMMA", "LEFT_SQUARE_BRACKET", etc.). Note that some names do not correspond to the Unicode standard (usually for brevity)
- Keys that lack a clear US mapping are named "WORLD_x"
- For non-printable keys, custom names are used (e.g. "F4", "BACKSPACE", etc.)

Macros

```
#define GLFW_KEY_SPACE 32
#define GLFW_KEY_APOSTROPHE 39 /* ' */
#define GLFW_KEY_COMMA 44 /* , */
#define GLFW_KEY_MINUS 45 /* - */
#define GLFW_KEY_PERIOD 46 /* . */
#define GLFW_KEY_SLASH 47 /* / */
#define GLFW_KEY_0 48
#define GLFW_KEY_1 49
#define GLFW_KEY_2 50
#define GLFW_KEY_3 51
#define GLFW_KEY_4 52
#define GLFW_KEY_5 53
#define GLFW_KEY_6 54
#define GLFW_KEY_7 55
#define GLFW_KEY_8 56
#define GLFW_KEY_9 57
#define GLFW_KEY_SEMICOLON 59 /* ; */
#define GLFW_KEY_EQUAL 61 /* = */
#define GLFW_KEY_A 65
```

```
#define GLFW_KEY_B 66
#define GLFW_KEY_C 67
#define GLFW_KEY_D 68
#define GLFW_KEY_E 69
#define GLFW_KEY_F 70
#define GLFW_KEY_G 71
#define GLFW_KEY_H 72
#define GLFW_KEY_I 73
#define GLFW_KEY_J 74
#define GLFW_KEY_K 75
#define GLFW_KEY_L 76
#define GLFW_KEY_M 77
#define GLFW_KEY_N 78
#define GLFW_KEY_O 79
#define GLFW_KEY_P 80
#define GLFW_KEY_Q 81
#define GLFW_KEY_R 82
#define GLFW_KEY_S 83
#define GLFW_KEY_T 84
#define GLFW_KEY_U 85
#define GLFW_KEY_V 86
#define GLFW_KEY_W 87
#define GLFW_KEY_X 88
#define GLFW_KEY_Y 89
#define GLFW_KEY_Z 90
#define GLFW_KEY_LEFT_BRACKET 91 /* [ */
#define GLFW_KEY_BACKSLASH 92 /* \ */
#define GLFW_KEY_RIGHT_BRACKET 93 /* ] */
#define GLFW_KEY_GRAVE_ACCENT 96 /* ` */
#define GLFW_KEY_WORLD_1 161 /* non-US #1 */
#define GLFW_KEY_WORLD_2 162 /* non-US #2 */
#define GLFW_KEY_ESCAPE 256
#define GLFW_KEY_ENTER 257
#define GLFW_KEY_TAB 258
#define GLFW_KEY_BACKSPACE 259
#define GLFW_KEY_INSERT 260
#define GLFW_KEY_DELETE 261
#define GLFW_KEY_RIGHT 262
#define GLFW_KEY_LEFT 263
```

```
#define GLFW_KEY_DOWN 264
#define GLFW_KEY_UP 265
#define GLFW_KEY_PAGE_UP 266
#define GLFW_KEY_PAGE_DOWN 267
#define GLFW_KEY_HOME 268
#define GLFW_KEY_END 269
#define GLFW_KEY_CAPS_LOCK 280
#define GLFW_KEY_SCROLL_LOCK 281
#define GLFW_KEY_NUM_LOCK 282
#define GLFW_KEY_PRINT_SCREEN 283
#define GLFW_KEY_PAUSE 284
#define GLFW_KEY_F1 290
#define GLFW_KEY_F2 291
#define GLFW_KEY_F3 292
#define GLFW_KEY_F4 293
#define GLFW_KEY_F5 294
#define GLFW_KEY_F6 295
#define GLFW_KEY_F7 296
#define GLFW_KEY_F8 297
#define GLFW_KEY_F9 298
#define GLFW_KEY_F10 299
#define GLFW_KEY_F11 300
#define GLFW_KEY_F12 301
#define GLFW_KEY_F13 302
#define GLFW_KEY_F14 303
#define GLFW_KEY_F15 304
#define GLFW_KEY_F16 305
#define GLFW_KEY_F17 306
#define GLFW_KEY_F18 307
#define GLFW_KEY_F19 308
#define GLFW_KEY_F20 309
#define GLFW_KEY_F21 310
#define GLFW_KEY_F22 311
#define GLFW_KEY_F23 312
#define GLFW_KEY_F24 313
#define GLFW_KEY_F25 314
#define GLFW_KEY_KP_0 320
#define GLFW_KEY_KP_1 321
#define GLFW_KEY_KP_2 322
```

```
#define GLFW_KEY_KP_3 323
#define GLFW_KEY_KP_4 324
#define GLFW_KEY_KP_5 325
#define GLFW_KEY_KP_6 326
#define GLFW_KEY_KP_7 327
#define GLFW_KEY_KP_8 328
#define GLFW_KEY_KP_9 329
#define GLFW_KEY_KP_DECIMAL 330
#define GLFW_KEY_KP_DIVIDE 331
#define GLFW_KEY_KP_MULTIPLY 332
#define GLFW_KEY_KP_SUBTRACT 333
#define GLFW_KEY_KP_ADD 334
#define GLFW_KEY_KP_ENTER 335
#define GLFW_KEY_KP_EQUAL 336
#define GLFW_KEY_LEFT_SHIFT 340
#define GLFW_KEY_LEFT_CONTROL 341
#define GLFW_KEY_LEFT_ALT 342
#define GLFW_KEY_LEFT_SUPER 343
#define GLFW_KEY_RIGHT_SHIFT 344
#define GLFW_KEY_RIGHT_CONTROL 345
#define GLFW_KEY_RIGHT_ALT 346
#define GLFW_KEY_RIGHT_SUPER 347
#define GLFW_KEY_MENU 348
#define GLFW_KEY_LAST GLFW_KEY_MENU
```

Macro Definition Documentation

```
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```

```
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