Keyboard

[USB]

Description

The keyboard functions enable 32u4 or SAMD micro based board send keystrokes to an attached computer through their micro's native USB port.

Note: Not every possible ASCII character, particularly the non-printing ones, can be sent with the Keyboard library.
The library supports the use of modifier keys. Modifier keys chang the behavior of another key when pressed simultaneously. See he for additional information on supported keys and their use.

Notes and Warnings

These core libraries allow the 32u4 and SAMD based boards (Leonardo, Esplora, Zero, Due and MKR Family) to appear as a nat Mouse and/or Keyboard to a connected computer.

A word of caution on using the Mouse and Keyboard libraries: the Mouse or Keyboard library is constantly running, it will be diff to program your board. Functions such as `Mouse.move()` and `Keyboard.print()` will move your cursor or send keystrokes to a connected computer and should only be called when you are rea to handle them. It is recommended to use a control system to tur this functionality on, like a physical switch or only responding to specific input you can control. Refer to the Mouse and Keyboard examples for some ways to handle this.

When using the Mouse or Keyboard library, it n test

LANGUAGE
FUNCTIONS
VARIABLES
STRUCTURE
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IOT CLOUD API
GLOSSARY

Find anything that can be improved? Suggest corrections and new documentation via GitHub.

Doubts on how to use Github? Learn everything you need to know in this tutorial.

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Functions

Keyboard.begin()
Keyboard.end()
Keyboard.press()
Keyboard.print()
Keyboard.println()
Keyboard.release()
Keyboard.releaseAll()
Keyboard.write()

See also

EXAMPLE KeyboardAndMouseControl: Demonstrates the Mouse and Keyboard commands in one program.

EXAMPLE KeyboardMessage: Sends a text string when a button is pressed.

EXAMPLE KeyboardLogout: Logs out the current user with key commands

EXAMPLE KeyboardSerial: Reads a byte from the serial port, and sends back a keystroke.

EXAMPLE KeyboardReprogram: opens a new window in the Arduino IDE and reprograms the board with a simple blink program