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VARIABLES

STRUCTURE

LIBRARIES

IOT CLOUD API

GLOSSARY

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[EDIT THIS PAGE](#)

Reference > Language > Functions > Usb > Keyboard > Keyboard.release

Keyboard.release()

Description

Lets go of the specified key. See [Keyboard.press\(\)](#) for more information.

Syntax

```
Keyboard.release(key)
```

Parameters

key: the key to release. Allowed data types: char.

Returns

The number of keys released. Data type: size_t.

Example Code

```
#include <Keyboard.h>

// use this option for OSX:
char ctrlKey = KEY_LEFT_GUI;
// use this option for Windows and Linux:
// char ctrlKey = KEY_LEFT_CTRL;

void setup() {
  // make pin 2 an input and turn on the
  // pullup resistor so it goes high unless
  // connected to ground:
  pinMode(2, INPUT_PULLUP);
  // initialize control over the keyboard:
  Keyboard.begin();
}

void loop() {
  while (digitalRead(2) == HIGH) {
```

Help

```
Keyboard.press('n');  
delay(100);  
Keyboard.release(ctrlKey);  
Keyboard.release('n');  
// wait for new window to open:  
delay(1000);  
}
```

Back to top