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Keyboard.press()

Description

When called, `Keyboard.press()` functions as if a key were pressed held on your keyboard. Useful when using [modifier keys]. To end t key press, use [Keyboard.release()] or [Keyboard.releaseAll()].

It is necessary to call [Keyboard.begin()] before using `press()`.

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Syntax

```
Keyboard.press(key)
```

Parameters

`key`: the key to press. Allowed data types: `char`.

Returns

Number of key presses sent. 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:
```

Help

```
    // do nothing until pin 2 goes low
    delay(500);
  }
  delay(1000);
  // new document:
  Keyboard.press(ctrlKey);
  Keyboard.press('n');
  delay(100);
  Keyboard.releaseAll();
  // wait for new window to open:
  delay(1000);
}
```

Last Revision: 2019/02/21

Last Build: 2021/04/15

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