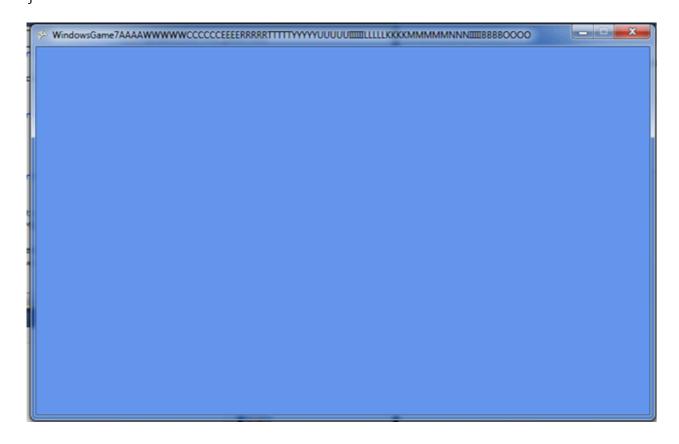


WindowsGame7.zip

In this mini-article, I will be talking about how you can use KeyBoard object.

To get all the Pressed Keys:

```
string var_text1;
KeyboardState ns = Keyboard.GetState();
foreach (Microsoft.Xna.Framework.Input.Keys a in ns.GetPressedKeys())
{
  var_text1 = a.ToString();
  Window.Title += var_text1;
}
```



Just like that! Ignore repeated keys its because Update Interval.

Know a specific Key Pressed

KeyboardState stat = Keyboard.GetState();

Getting know if a key is Pressing Up

The other option is to use KeyUp which checks any Keys pressed or not.

Here is an example that can explain much more:

```
KeyboardState stat2 = Keyboard.GetState();
if (stat2.IsKeyUp(Keys.Escape))
{
    Window.Title = "Not Pressed Escape!";
}
else if (!stat2.IsKeyUp(Keys.Escape))
{
    Window.Title = "Pressed Escape! Finally!";
}
```

If you run you will see "Not Pressed Escape",if you press instantly and pull back you will see "Pressed Escape! Finally!" for a second.But the thing KeyUp works much more effectively is to press Escape key for a second or two.You will see the Pressed message as long as you dont pull back.

Keys

Keys is an enumerator which holds all the available keys that can be used inside XNA.

For example:

Keys. Escape

This mini-article ends here.because theres nothing more to talk about.

Hope you liked it!

See you in the next articles!

Keyboard in XNA using Keyboard in XNA XNA with C# XNA

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