



Sep 29, 2012

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

```
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;
}
```



## 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 don't 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 there's nothing more to talk about.

Hope you liked it!

See you in the next articles!

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