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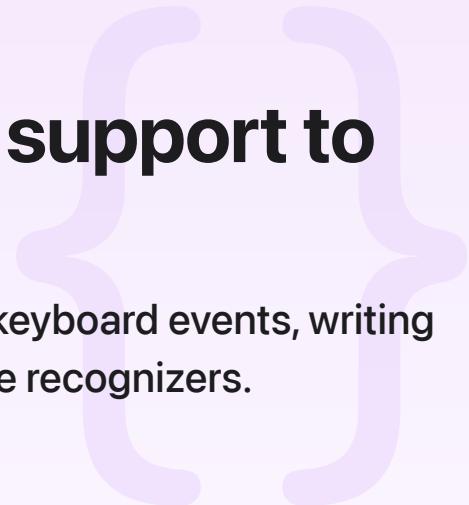
Sample Code

# Adding hardware keyboard support to your app

Enhance interactions with your app by handling raw keyboard events, writing custom keyboard shortcuts, and working with gesture recognizers.

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iOS 14.0+ | iPadOS 14.0+ | Mac Catalyst 14.0+ | Xcode 12.0+



## Overview

### Note

This sample code project is associated with WWDC20 session [10109: Hardware Keyboard Best Practices](#).

## See Also

### Physical keyboards

 Handling key presses made on a physical keyboard

Detect when someone presses and releases keys on a physical keyboard.

 Navigating an app's user interface using a keyboard

Navigate between user interface elements using a keyboard and focusable UI elements in iPad apps and apps built with Mac Catalyst.

`class UIKey`

An object that provides information about the state of a keyboard key.

`enum UIKeyboardHIDUsage`

A set of HID usage codes that identify the keys of a USB keyboard.