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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.

Download

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.