


# Keyboard Event

|              |   |
|--------------|---|
| Block Group: | Logic   |
| Icon:        |  |

Listens for a keyboard event and returns a code for the key that caused the event. Fires a trigger when the event is detected.

For information on using dataflow blocks, see [Dataflow](#).

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## Input/Output Properties

These properties can take input and give output.

- input (*event*)
- active (*boolean*)
- fastResponse (*boolean*)
- filter (*string*)
- output (*type*)

**input** specifies the event that triggers this block. Make sure that you have selected the correct parent element for the event, and then find the event in the Advanced properties and bind it to this property. Valid events are:

- **onKeyDown** – The user depresses a key while the element is in focus.
- **onKeyUp** – The user releases the depressed key.

**active** sets or returns whether this block is currently listening for the specified event.

**fastResponse** determines whether the fastResponse feature is enabled. Use this feature when you troubleshoot performance speed issues relating to this block.

- **TRUE**: The execution of this block's event is slightly prioritized, and the queue is kept clear.
- **FALSE**: This is the default behavior.

**filter** specifies the keystroke to listen for. This can be a character, or one of the following strings:

- **“esc”** – Escape key
- **“enter”** – Enter or Return key
- **“up”** – Up arrow
- **“down”** – Down arrow
- **“left”** – Left arrow
- **“right”** – Right arrow
- **Combination strings such as “alt+enter”**

Do not include quotation marks.

**output** fires when the specified event occurs.

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## Output Properties

These properties can give output. They cannot take input.

- **event** (*event*)
- **keyCode** (*string*)
- **ctrl** (*boolean*)
- **alt** (*boolean*)
- **shift** (*boolean*)
- **meta** (*boolean*)

**event** returns the name of the event type that triggers this block, such as `onKeyDown`.

**keyCode** returns the key code of the last key to undergo key down or key up, whichever was specified. Refer to instances of JavaScript `keyCode`.

**ctrl** for an `onKeyUp` event, returns whether Ctrl is still being held, if it was held with the last key typed. For an `onKeyDown` event, returns whether Ctrl was the last key down.

**alt** for an `onKeyUp` event, returns whether Alt is still being held, if it was held with the last key typed. For an `onKeyDown` event, returns whether Alt was the last key down.

**shift** for an `onKeyUp` event, returns whether Shift is still being held, if it was held with the last key typed. For an `onKeyDown` event, returns whether Shift was the last key down.

**meta** for an `onKeyUp` event, returns whether Meta is still being held, if it was held with the last key typed. For an `onKeyDown` event, returns whether Meta was the last key down.

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## Model

This is a basic use of the block.

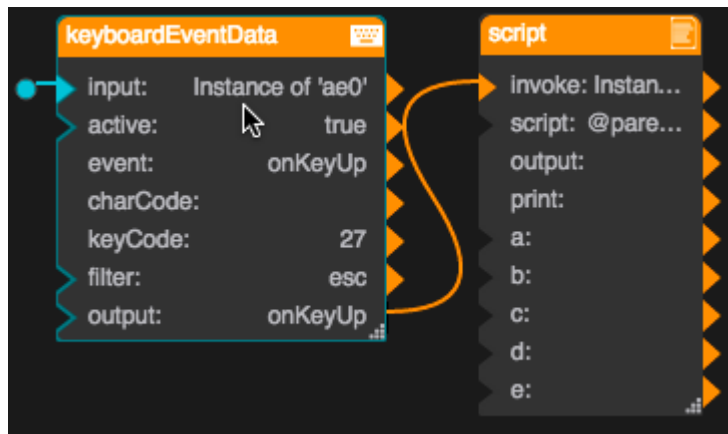
| Dataflow Model   | Description   |
|--|---|
|  | <p>When the user types z the background color changes, and when the user types x the color is reverted.</p> |

## Use Cases

To force a text input component to revert to its placeholder text when the user types the Esc key:

1. Insert a [text input component](#).
2. In the text input component's [dataflow](#), add a Keyboard Event block and a [Script](#) block.
3. Set the text input component's **focusable** [Advanced property](#) to TRUE.
4. Bind the text input component's **onKeyUp** [Advanced property](#) to the **input** property of the Keyboard Event block.
5. In the **filter** field of the Keyboard Event block, type `esc`.
6. Bind the **output** property of the Keyboard Event block to the **input** property of the Script block.
7. In the **script** field of the Script block, type:

```
@parent.unfocus = Math.random();
@parent.value = @parent.placeholder.value;
```



Now, when the user starts entering text in the component and presses the Esc key, the text reverts to the placeholder.

## More Resources

This thread in the DGLogik Community Forum shows a use case for the block:

- [Keyboard Event](#)

[Previous: Mouse Event](#)

[Next: Scroll Event](#)

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