iKeyboard

Fields

iKeyboard has no public fields.

Functions

Return Type	Function Name	Parameters	Description
bool	KeyIsDown	eKey aKey	
cKeyPress	GetKey		
bool	KeyIsPressed		
int	GetModifier		
cKeyPress	GetReleasedKey		
bool	KeyIsReleased		
tString	KeyToString	eKey	
tString	KeyToSymbol	eKey	
tString	ModifierKeyToString	eKeyModifier	
eKey	StringToKey	const tString &in	

Remarks

An instance of the iKeyboard class can be retrieved from the game engine by using the cInput_GetKeyboard function.