

# Detecting Keyboard Key Up

## Code

```
orxSTATUS orxFastcall Init()  
{  
    orxClock_Register(orxClock_Get(orxCLOCK_KZ_CORE), Update, orxNULL,  
orxMODULE_ID_MAIN, orxCLOCK_PRIORITY_NORMAL);  
    ...  
}
```

```
void orxFastcall Update(const orxCLOCK_INFO *_pstClockInfo, void *_pContext)  
{  
    if (orxInput_IsActive("MyKey") == orxFALSE &&  
orxInput_HasNewStatus("MyKey") == orxTRUE) {  
        orxLOG("MyKey is released.");  
    }  
}  
...
```

## Config

```
[KeysForInput]  
KEY_ESCAPE = Quit  
KEY_SPACE  = MyKey
```

From:  
<https://www.orx-project.org/wiki/> - **Orx Learning**

Permanent link:  
[https://www.orx-project.org/wiki/en/examples/input/keyboard\\_key\\_up](https://www.orx-project.org/wiki/en/examples/input/keyboard_key_up)

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