Keyboard Inputs

There have been many tutorials and examples covered already on using the keyboard for input. These are listed here for your convenience:

- Keyboard Inputs
- Detecting Keyboard Key Up
- Part 10 of the Beginner's Tutorial - Input Controls

Config

The full list of keys that can be used in your config is listed here.

Getting a key display name

You can retrieve the display name for a key using `orxKeyboard_GetKeyDisplayName`. This is very handy for pulling in your defined key inputs from your config, and displaying them in your UI. For example:

```
const orxSTRING keyName =
orxKeyboard_GetKeyDisplayName(orxKEYBOARD_KEY_SPACE);
```

In the above code, if `orxKEYBOARD_KEY_SPACE` is passed, the resulting string is SPACE.

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

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https://www.orx-project.org/wiki/en/tutorials/input/keyboard_inputs?rev=1759253179

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