

# Keyboard Control

## Key Concepts

There is a key press and there is key states.

Key press is when you connect a key down or key up event handler. It is called any time a key is pressed or released within your window. Useful if you want to track the key presses in your window.

Key state is where you can get the up/down state of any key on the keyboard at any time (maybe within a timer tick event).

Key Pressed Example:

```
private void Window_KeyDown(object sender, KeyEventArgs e)
{
    // ... Test for F5 key.
    if (e.Key == Key.F5)
    {
        this.Title = "You pressed F5";
    }
}
```

Key State Example:

```
// Uses the Keyboard.IsKeyDown to determine if a key is down.
// e is an instance of KeyEventArgs.
if (Keyboard.IsKeyDown(Key.Return))
{
    btnIsDown.Background = Brushes.Red;
}
else
{
    btnIsDown.Background = Brushes.AliceBlue;
}
```