Archived:Handling keypress events in Flash Lite

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We do not recommend Flash Lite development on current Nokia devices, and all Flash Lite articles on this wiki have been archived. Flash Lite has been removed from all Nokia Asha and recent Series 40 devices and has limited support on Symbian. Specific information for Nokia Belle is available in Flash Lite on Nokia Browser for Symbian. Specific information for OLD Series 40 and Symbian devices is available in the Flash Lite Developers Library.

This article shows how to handle keypress events in Flash Lite using the *on* handler or a key listener (Flash Lite 2.x only). It also lists the key constants.

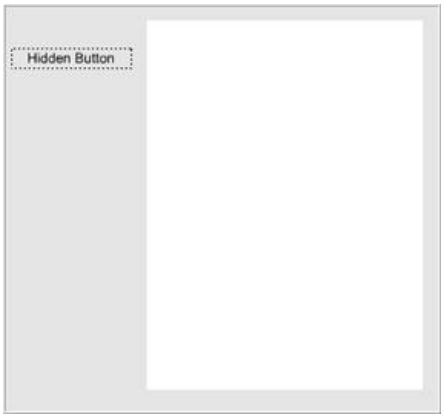
Handling keypress event using the *on* handler

A way to handle a keypress event is using this statement:

```
on(keyPress aKeyCode) {A command handling code}
```

This example shows you how to handle "Up" and "9" keypress events:

- Using the *Text tool*, drag a static text field outside your document.



- Convert this text into a button: Select the text field -> Right click -> *Convert to Symbol* -> Select *Button*
- Open the *Actions* panel and add the following code:

```
on(keyPress "<Up>")
{
     trace("You have pressed the Up key");
     //Add your command handling code here
}

on(keyPress "9")
{
     //Add your command handling code here
}
```

List of key constants

To handle the Soft Keys, you must first call the *SetSoftKeys* command.

Device button	Keypress code

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0-9, *, #	0-9, *, #
Left Arrow key	<Left>
Right Arrow key	<Right>
Up Arrow key	<Up>
Down Arrow key	<Down>
Select key	<Enter>
Left soft key	<PageUp>
Right soft key	<PageDown>

Handling keypress events using a key listener (Flash Lite 2.x only)

```
//Create a listener object named keyListener
var keyListener:Object = new Object();

//Define a function that responds to the KeyDown event
keyListener.onKeyDown = function()
   {
    if (Key.getCode() == Key.UP)
    {
        trace("You have pressed the Up key");
        //Add your command handling code here
    }
    else
    {
        trace("You have pressed: "+Key.getCode());
    }
};
//The keyListener object is then registered to the Key object
Key.addListener(keyListener);
```

For handling the Soft Keys using a key listener, see Flash Lite 2.0 Soft Keys Example

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