

If Key Pressed

The **If Key Pressed** code block allows anything that comes to mind to be activated **Only** if a certain key is pressed by the player.



MORE INFORMATION

- [Else If](#)
- [Else](#)
- [If Button Pressed](#)
- [If Collision](#)
- [If Joy Pressed](#)
- [If Mouse](#)
- [If Ray Hit](#)
- [If](#)

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