

Wait for a given keyboard key [Eye and Pen v3]

The following script snippet shows how to display the name of a keyboard key that is pressed. This name may be used to select a specific key to wait for. In this example, it is the space bar, named SPACE.

```
; a place ("label") we can come back later, if needed
:waitforkey

; wait until a keyboard key is pressed
WaitForKeyPress

; display the name of the key (retrieved within the %K% variable)
DisplayMsg(Key pressed: "%K%", -1, -1, -1, TRUE)

; test for the key value. If it is SPACE, then jump to the label named "next". Else, execute following script command
JumpToIfKeyPressedIs (next, SPACE, False)

; Go to the label named "waitforkey"
jumpTo(waitforkey, False)

:next

DisplayMsg>Last key pressed: "%K%", -1, -1, -1, TRUE)
WaitFor(1000)

; script ends here !
```