**Pygame Key code**

| Pygame Code | Common Name |
| --- | --- |
| K\_BACKSPACE | backspace |
| K\_RETURN | return |
| K\_TAB | tab |
| K\_ESCAPE | escape |
| K\_SPACE | space |
| K\_COMMA | comma sign |
| K\_MINUS | minus |
| K\_PERIOD | period slash |
| K\_SLASH | forward |
| K\_0 | 0 |
| K\_1 | 1 |
| K\_2 | 2 |
| K\_3 | 3 |
| K\_4 | 4 |
| K\_5 | 5 |
| K\_6 | 6 |
| K\_7 | 7 |
| K\_8 | 8 |
| K\_9 | 9 |
| K\_SEMICOLON | semicolon sign |
| K\_EQUALS | equals sign |
| K\_LEFTBRACKET | left |
| K\_RIGHTBRACKET | right |
| K\_BACKSLASH | backslash bracket |
| K\_BACKQUOTE | grave |
| K\_a | a |
| K\_b | b |
| K\_c | c |
| K\_d | d |
| K\_e | e |
| K\_f | f |
| K\_g | g |
| K\_h | h |
| K\_i | i |
| K\_j | j |
| K\_k | k |
| K\_l | l |
| K\_m | m |
| K\_n | n |
| K\_o | o |
| K\_p | p |
| K\_q | q |
| K\_r | r |
| K\_s | s |
| K\_t | t |
| K\_u | u |
| K\_v | v |
| K\_w | w |
| K\_x | x |
| K\_y | y |
| K\_z | z |
| K\_DELETE |  |
| K\_KP0 | 0 |
| K\_KP1 | 1 |
| K\_KP2 | 2 |
| K\_KP3 | 3 |
| K\_KP4 | 4 |
| K\_KP5 | 5 |
| K\_KP6 | 6 |
| K\_KP7 | 7 |
| K\_KP8 | 8 |
| K\_KP9 | 9 |
| K\_KP\_PERIOD | Period |
| K\_KP\_DIVIDE | keypad divide |
| K\_KP\_MULTIPLY | keypad multiply |
| K\_KP\_MINUS | keypad minus |
| K\_KP\_PLUS | keypad plus |
| K\_KP\_ENTER | keypad enter |
| K\_KP\_EQUALS | Keypad equals |
| K\_UP | Arrow |
| K\_DOWN | Arrow |
| K\_RIGHT | Arrow |
| K\_LEFT | Arrow |
| K\_INSERT |  |
| K\_HOME |  |
| K\_END |  |
| K\_PAGEUP | Up |
| K\_PAGEDOWN | Down |
| K\_F1 |  |
| K\_F2 |  |
| K\_F3 |  |
| K\_F4 |  |
| K\_F5 |  |
| K\_F6 |  |
| K\_F7 |  |
| K\_F8 |  |
| K\_F9 |  |
| K\_F10 |  |
| K\_F11 |  |
| K\_F12 |  |
| K\_NUMLOCK |  |
| K\_CAPSLOCK |  |
| K\_RSHIFT | Shift |
| K\_LSHIFT | Shift |
| K\_RCTRL | Ctrl |
| K\_LCTRL | Ctrl |
| K\_RALT | Alt |
| K\_LALT | Alt |

* **判斷key的方法**

(1). **Pygame.event模組**

if event.type == pygame.KEYDOWN: #先判斷鍵盤的事件是否被觸發

if event.key == xxx: #再判斷是哪個鍵

xxxxxx

(2). **Pygame.key模組**

keys = pygame.key.get\_pressed()

回傳list, 內容為當時所有被按下的鍵

如果某個鍵被按下，例如K\_LEFT，keys[K\_LEFT]則為TRUE