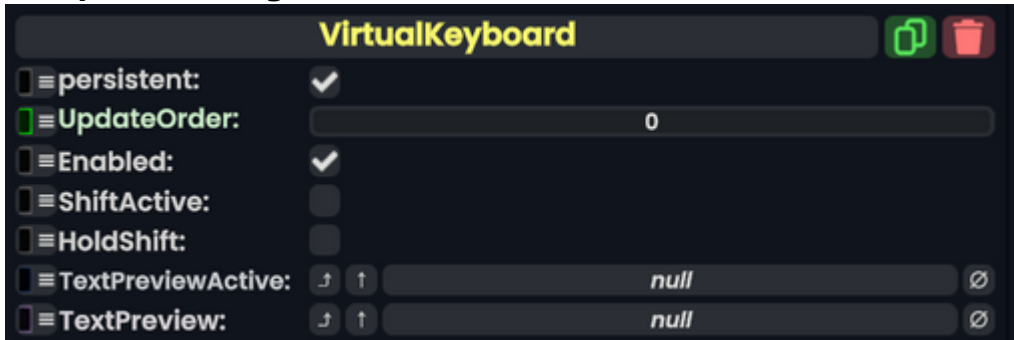


Component:VirtualKeyboard

Component image



Virtual Keyboard component as seen in the [Scene Inspector](#)

The Virtual Keyboard is a component that groups many [Keys](#), [Modifier Keys](#), and [Multi Keys](#) together.

Fields

Name	Type	Description
persistent	Bool	Determines whether or not this item will be saved to the server.
UpdateOrder	Int	Controls the order in which this component is updated.
Enabled	Bool	Controls whether or not this component is enabled. Some components stop their functionality when this field is disabled, but some don't.
ShiftActive	Bool	Whether the Virtual Shift key is toggled to pressed.
HoldShift	Bool	Whether the Virtual Shift key is held.
TextPreviewActive	field drive of Bool	drives the visibility of the preview text display.
TextPreview	IText	The text preview object that shows what the user is typing.

Examples

Used in the default keyboard every user comes with, and

See Also

- [Component:VirtualKey](#)
- [Component:VirtualKeyboard](#)
- [Component:VirtualModifierKey](#)

- [Component:VirtualMultiKey](#)
- [Component:VirtualShift](#)
- [Component:VirtualCloseKey](#)
- [Component:VirtualKeyTextDrive](#)
- [Component:VirtualShiftColorDriver](#)
- [Component:SimpleVirtualKeyboard](#)