

KeySensor

```
KeySensor {  
  eventIn    SFBool  eventsProcessed  
  exposedField SFBool  enabled      TRUE  
  eventOut   SFInt32  keyPress  
  eventOut   SFInt32  keyRelease  
  eventOut   SFInt32  actionKeyPress  
  eventOut   SFInt32  actionKeyRelease  
  eventOut   SFBool   shiftKey_changed  
  eventOut   SFBool   controlKey_changed  
  eventOut   SFBool   altKey_changed  
  eventOut   SFBool   isActive  
}
```