

SceneGraphBuilder.onKeyReleased

Generated Object

javafx.event.EventHandler

Attributes

onEvent either a Groovy closure or a `javafx.event.EventHandler<KeyEvent>`, see `javafx.event.EventHandler` and `javafx.scene.input.KeyEvent`. The closure takes a `KeyEvent` object as its argument.

Content

None

Usage

Used to pass key released events to a javafx node.

Examples

```
circle ( centerX: 50, centerY: 50, radius: 25,
        fill: rgb(0,0,255), onKeyReleased: {println 'mouse clicked event'})

circle (centerX: 100, centerY: 50, radius: 25, fill: red) {
    onKeyReleased(onEvent: { event-> println 'key pressed event ' + event.character})
}
```