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**KEYOBJ**

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KEYOBJ provides a LISP imageobject which mimics a key. The default image looks like this:



These keys are pressed by clicking the mouse inside the key's image. The result of pressing a key is determined (just like the physical key) by the Interlisp-D system function `KEYACTION`. To enter a `KEYOBJ` into TEdit type `^o`. Inside the window that pops up, call the following function:

`(KEYOBJ.CREATE KeyName KeyLabel Abortable)` [Function]

`KeyName` is the key that you want the object to behave like. (`CENTER` in the example above). `KeyLabel` is an optional label other than the key whose action it mimics. If `KeyLabel` is a list of two elements, the first is displayed above the second. `Abortable` is a flag which indicates that no transitions should be generated if the mouse button is released outside the key image.

`KEYOBJ.FONT` [Variable]

Determines the font in which the label is created inside the `keyobj`. Default is Helvetica 10.