

```
72 // Set up access keys
73 function keyPressed(event:KeyboardEvent):void{
74     //trace("Key.getCode = " + event.charCode);
75     switch ( event.charCode ) {
76         case 101:
77             videoPane.stop();
78             break;
79         case 112:
80             if(videoPane.state == "playing"){
81                 videoPane.pause();
82             }
83             else{
84                 videoPane.play();
85             }
86             break;
87         case 114:
88             videoPane.seek(videoPane.playheadTime-5);
89             break;
90     }
91 }
92 stage.addEventListener(KeyboardEvent.KEY_DOWN, keyPressed);
```