

Keyman Developer Tutorial

Create New Project

Session 1

This session we will create a keyboard project for the Dagbani language of Ghana. We will call the project DagbaniTutorial. We will create the project based upon the basic keyboard

Create project from basic keyboard

1. Start Keyman Developer.
2. In the Project menu, click New Project.
3. Click Basic, then click OK.
4. In the New Basic Keyboard Project dialog box, do the following
 - In the Keyboard Name box, enter DagbaniTutorial. Normally we would enter the language name.
 - In the Author box, enter Me. Normally we would enter our name.
 - In the Copyright box, enter MyOrg. Normally we would enter the name of our organization or our own name.
 - In the Full copyright box, enter 2022 MyOrg. Normally we would enter the current year and the name of our organization or our own name
 - In the Version box, we will accept the default, since this is the first keyboard.
 - In the Targets box, set any. In this way it can work for all devices.
 - In the Languages box, add the BCP 47 Tag of the desired language to the list. In our case we will add *dag* (*Dagbani*) to the list.

The dialog box should appear as below.

The screenshot shows the 'New Basic Keyboard Project' dialog box. It has a title bar with a close button (X). The fields are as follows:

- Keyboard Name:** DagbaniTutorial
- Author:** Me
- Copyright:** © Me
- Full copyright:** © 2022 Me
- Version:** 1.0
- Targets:** A list box with 'any' selected, and other options: windows, macosx, linux, web, iphone, ipad.
- Path:** C:\Users\kwsch\OneDrive\Documents\Ke\
- Keyboard ID:** dagbanitutorial
- Project filename:** 'man Developer\Projects\dagbanitutorial\dagbanitutorial.kpj

On the right side, there is a **Languages** section with a table:


BCP 47 tag	Language name
dag	Dagbani

Below the table are buttons: **Add...**, **Edit...**, and **Remove**. Below the Path field is a **Browse...** button. At the bottom right are **OK** and **Cancel** buttons.

- Then click OK.

5. In the **Project - Information** dialog box, Click **Keyboards**. The **Project - Keyboards** dialog box appears, as below.

Project - Keyboards Show help



Creating your first keyboard







Click the New Keyboard button to create a keyboard for any device. This will open the Keyboard Editor, where you can create a keyboard visually, or programmatically with the Keyman Keyboard Language.

- The [Layout](#) page in the Keyboard Editor lets you quickly create a keyboard using a visual representation of a computer keyboard. You can drag and drop characters from the [Character Map](#) to create Unicode keyboard layouts.
- The [Source](#) tab of the layout page shows the keyboard's design in the [Keyman Keyboard Language](#). From here, you can enhance keyboards with input management features such as constraints, dead keys, character reordering, and more. Read the [Tutorial](#) for an introduction to these features.

It's a good idea to read [Developing Open Source Keyboards](#) for guidelines on preparing open source keyboards for sharing through the Keyman keyboard repositories. Also see the [Distribution](#) tab for more on distributing your completed keyboards.

Source Files

Outputs

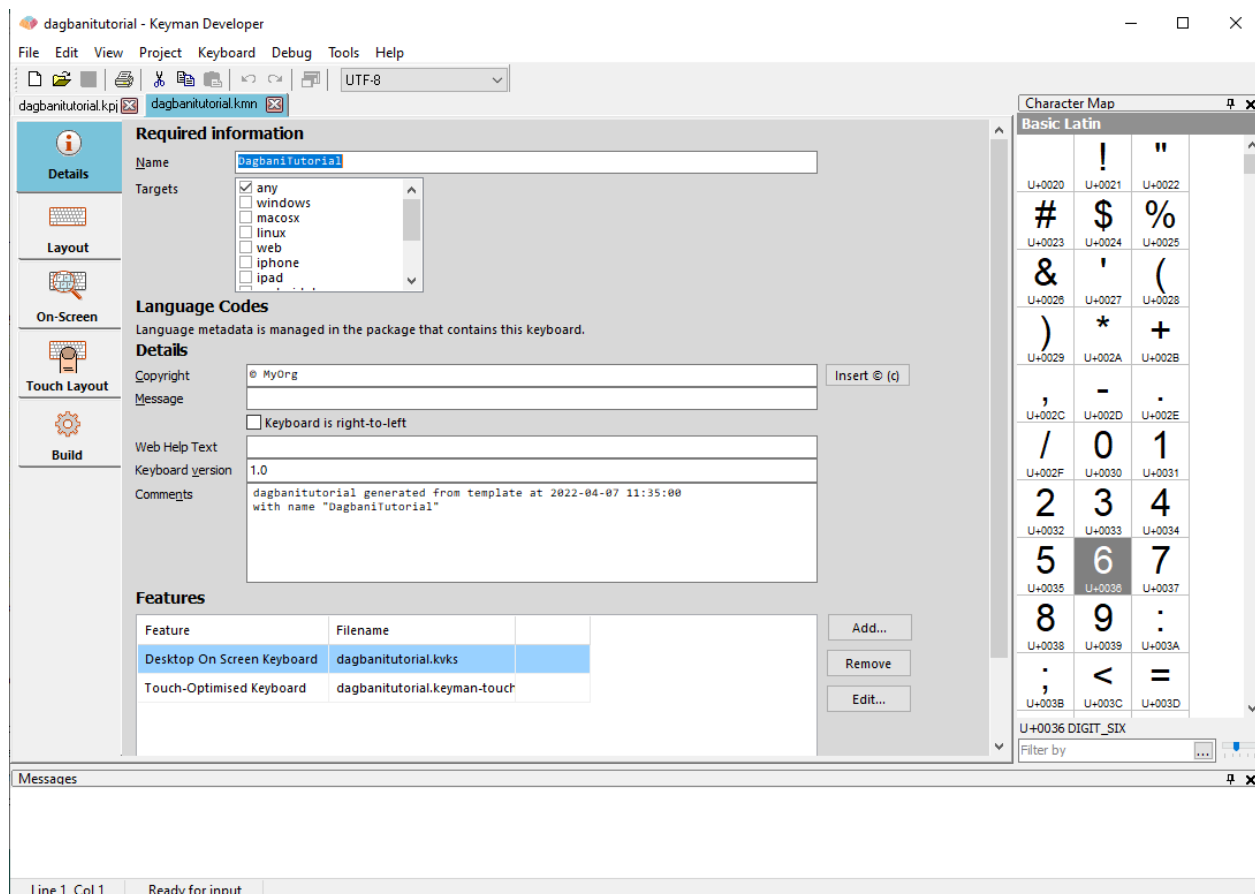







New keyboard... Add existing keyboard... Build all Clean all Build keyboards Clean keyboards

dagbanitutorial.kmn (DagbaniTutorial) Options

Information
Keyboards
Packaging
Distribution

6. Then click **dagbanitutorial.kmn**. The **Details** page appears, as below.



The screenshot shows the 'dagbanitutorial - Keyman Developer' window. The 'Details' tab is active, displaying fields for Name (dagbanitutorial), Targets (any, windows, macosx, linux, web, iphone, ipad), Language Codes, Copyright (MyOrg), Message, Web Help Text, Keyboard version (1.0), and Comments. A 'Features' table lists 'Desktop On Screen Keyboard' and 'Touch-Optimised Keyboard'. On the right, a 'Character Map' window is open, showing a grid of characters and their Unicode values (U+0020 to U+003D).

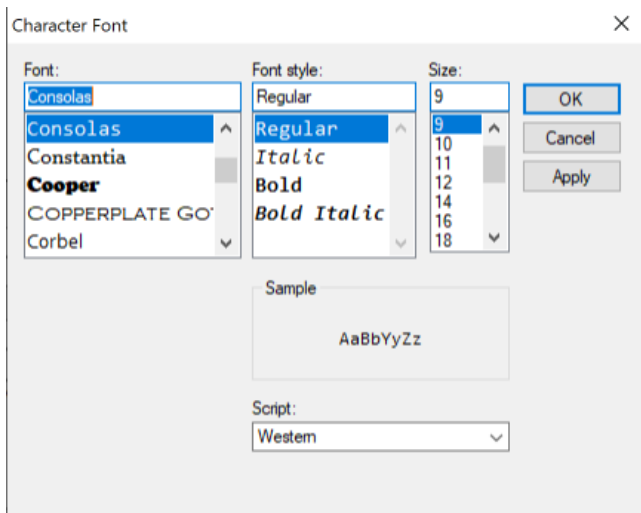
Click the **Save** icon to save our work. The project has been created.



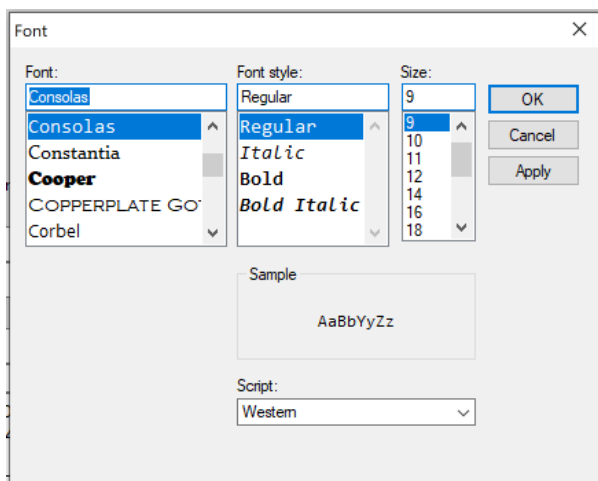
The screenshot shows the toolbar of the Keyman Developer application. A red arrow points to the 'Save' icon, which is a floppy disk. The toolbar also includes icons for File, Edit, View, Project, Keyboard, Debug, Tools, and Help, along with a text field showing 'UTF-8'.

7. We may want to change the size of the character font to meet our viewing needs. In the **View**

menu, click on the **Character** Font. The **Character Font** dialog box appears. Make whatever changes we desire. Then click **OK**. This impacts the font that is used in the testing box.



8. We may want to change the size of the code font to meet our viewing needs. In the **View** menu, click on the **Code** Font. The **Font** dialog box appears. Make whatever changes we desire. Then click **OK**. This impacts the font that is used in the Keycoding box.



9. Click **Layout**. The **Layout** page appears. Note that we see all this code that came from the US keyboard. In the next session, we will need to modify this code for Dagbani language.

10. To exit the program, in the **File** menu, click **Exit**.