

3 Creating your Keyman Project

Start with an existing Windows keyboard

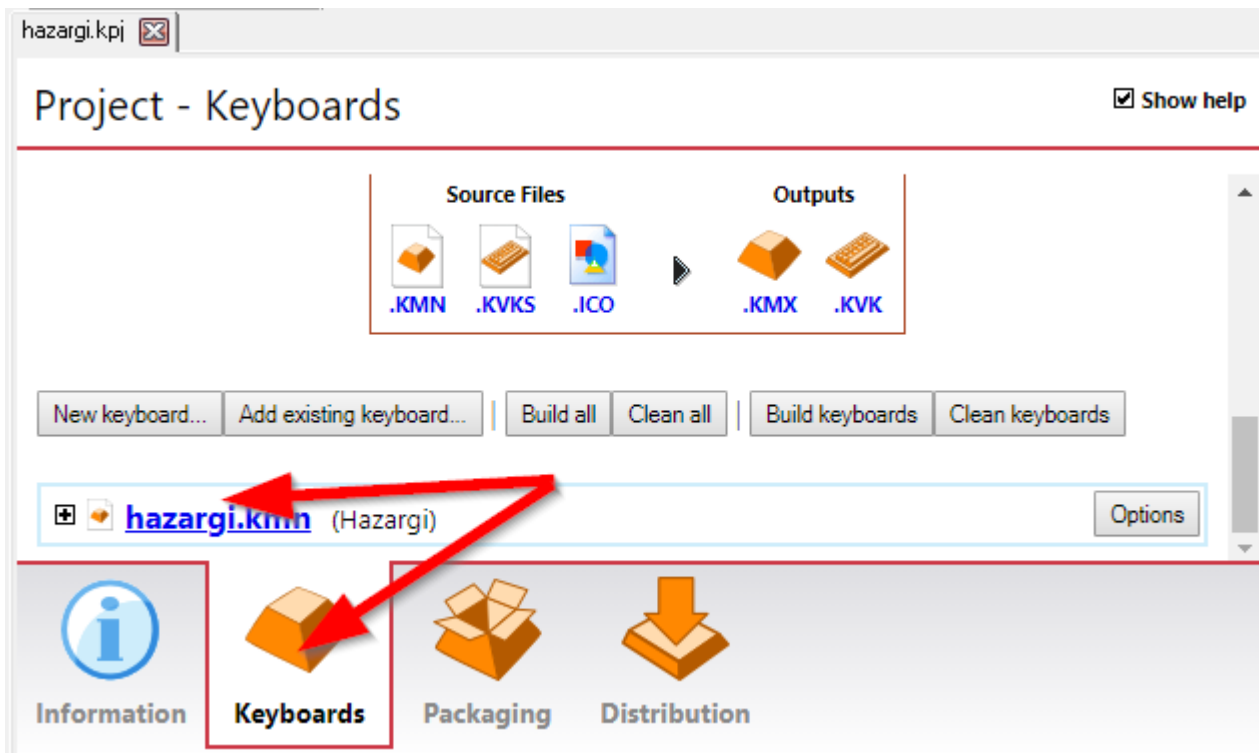
This tutorial refers to a Google Shared Drive which was part of a workshop training. You can save your Keyman projects in your preferred location.

A Keyman Project contains the various parts of your keyman keyboard definition that are required for creating a distributable or downloadable package. These files and the project file itself are stored on your hard drive in the folder with the same name as your project.

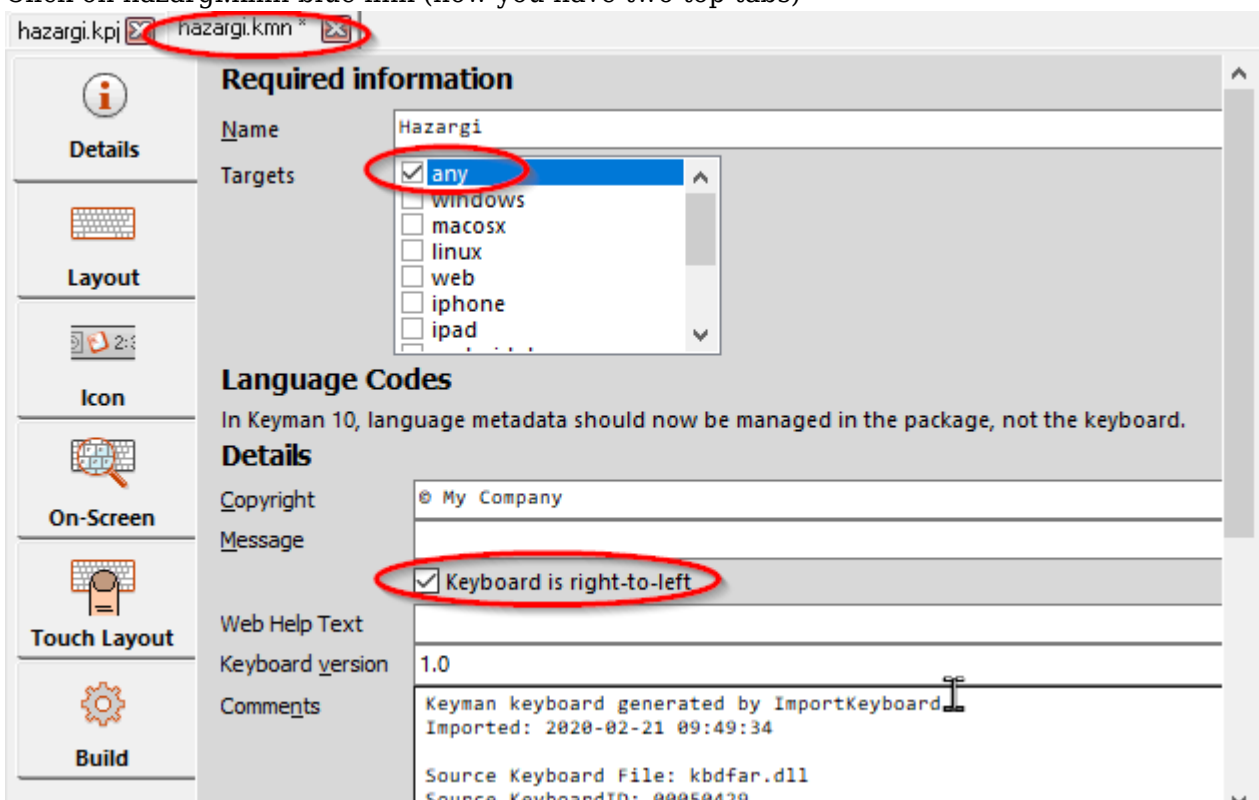
1. Start Keyman Developer
2. Project > New Project
3. Click on the icon Import Windows Keyboard, then
4. Complete information as follows:

BCP 47 tag	Language name
haz-Arab	Hazaragi (Arabic)

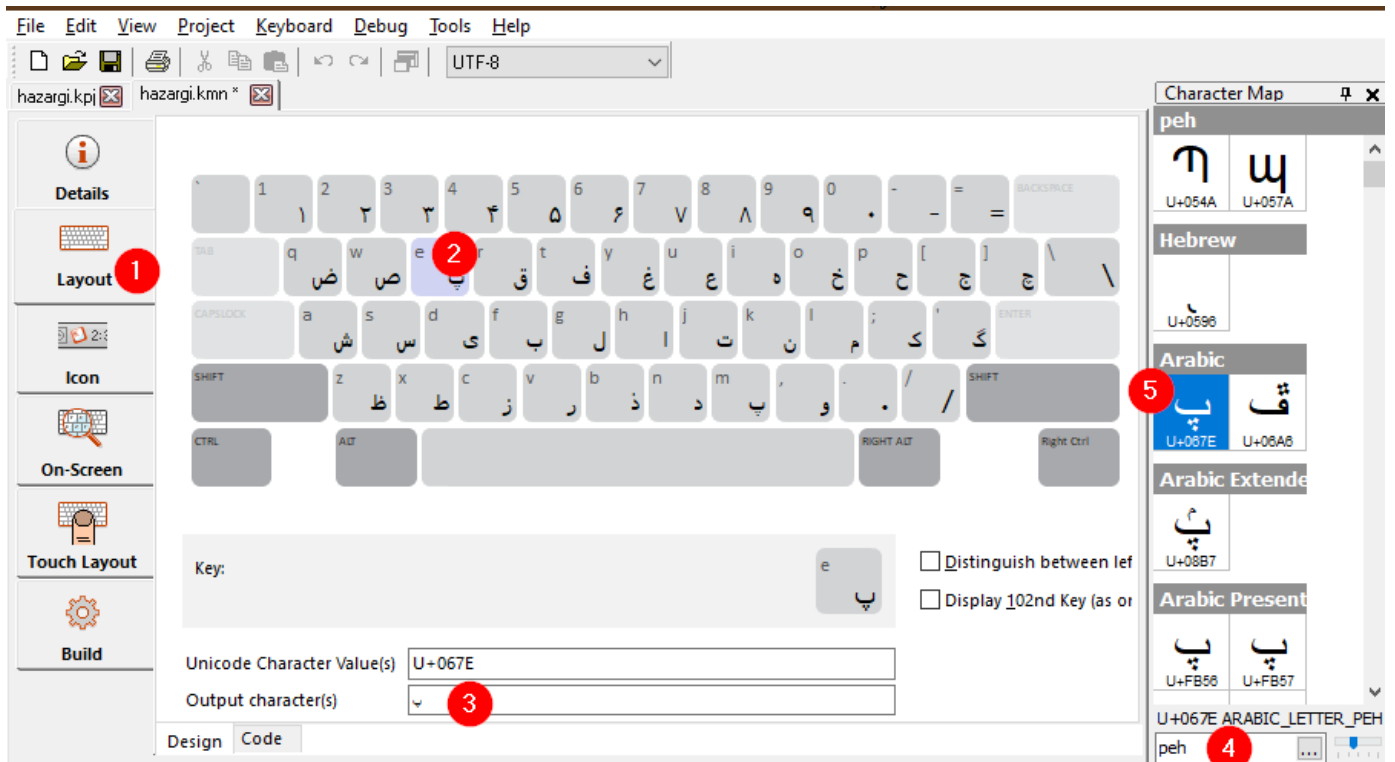
1. Choose *Persian (Standard)*. Find by typing p and choosing the 2nd one, click
2. Fill out - Name: Hazargi, Copyright: 2020 My Company, Author: Me
3. Target: any
4. Languages: remove fa, Add haz, leave defaults, click
5. Browse, go to the shared Google folder
6. ID: hazargi (lowercase!)
Make sure that all the options are correct here because this dialog box can't be re-opened after you click OK. To make changes later, you would have to either edit the XML file manually or delete the project file and start over.
7. Click -- now you have a project
5. Click on the Keyboards tab



6. Click the plus sign next to hazargi.kmn
7. Click on hazargi.kmn blue link (now you have two top tabs)



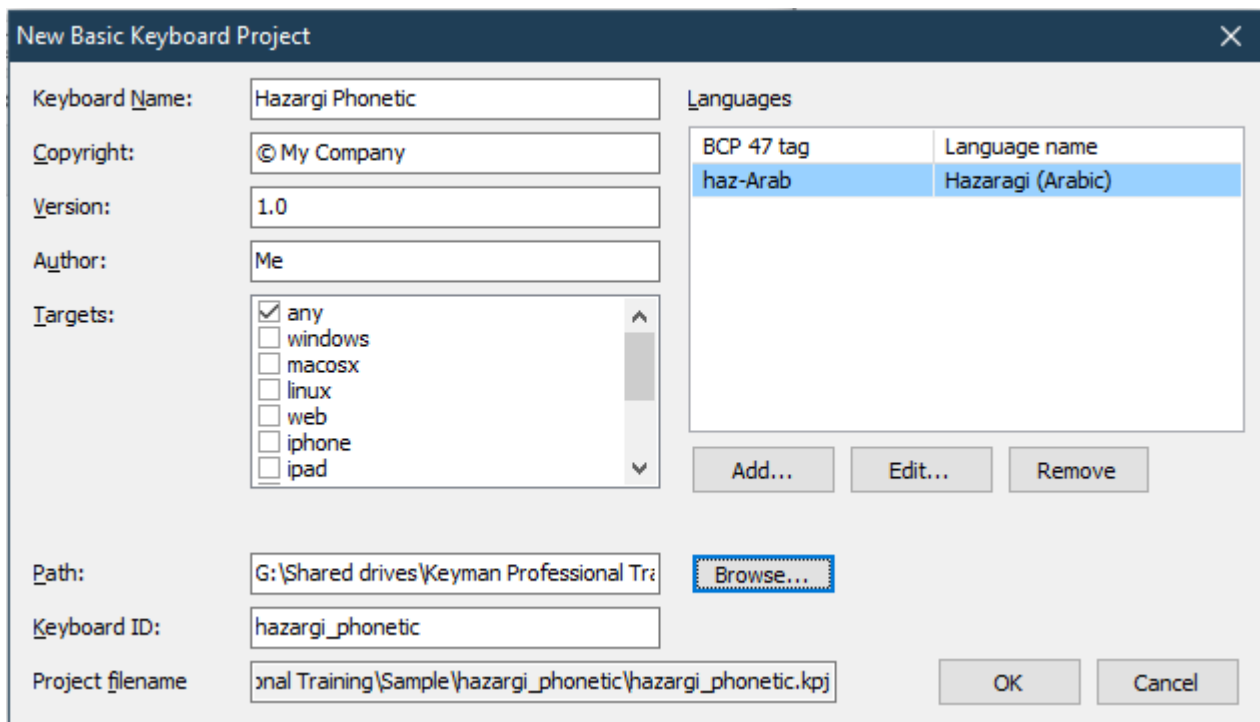
8. Name: Hazargi, Targets: Any, click Keyboard is right-to-left.
9. Modify the layout:



1. Click on the Layout big button
2. Click on **e** key, note the Unicode value and output char. below
3. Click in text box for Output char., erase what's there
4. Go to Character Map, type **peh**
5. Double-click to insert it.
10. Go to Build Area
11. Click Compile Keyboard - should get Success (twice)
12. Click Keyboard > Test
13. Install the Debug Host Keyboard (if necessary)
14. Type the **e** key and you should see پ (U+067E)
15. To stop testing select Debug > Stop Debugger

Start with a blank keyboard

1. Start Keyman Developer
2. Project > New Project
3. Click on the icon Basic, then click OK
4. Complete information as follows:



1. Fill out - Name: Hazargi Phonetic
2. Target: any
3. Languages: Add haz, leave defaults, click
4. Browse, go to Google Shared folder
5. ID: should be hazargi, click -- now you have a project
5. Click on the Keyboards tab
6. Click on hazargi_phonetic.kmn blue link
7. Targets: Any, RTL box
8. Modify the layout:
 1. Click on Layout
 2. Click on **p** key, note: Unicode value and output character are blank
 3. Click in the text box for Output ch.
 4. Go to Char. Map, type **peh**
 5. Double-click to insert it (067E).

The project is a place where various parts of your keyman keyboard definition are accessible. On your hard drive the files, including the project file, live under the folder with the same name as your project.

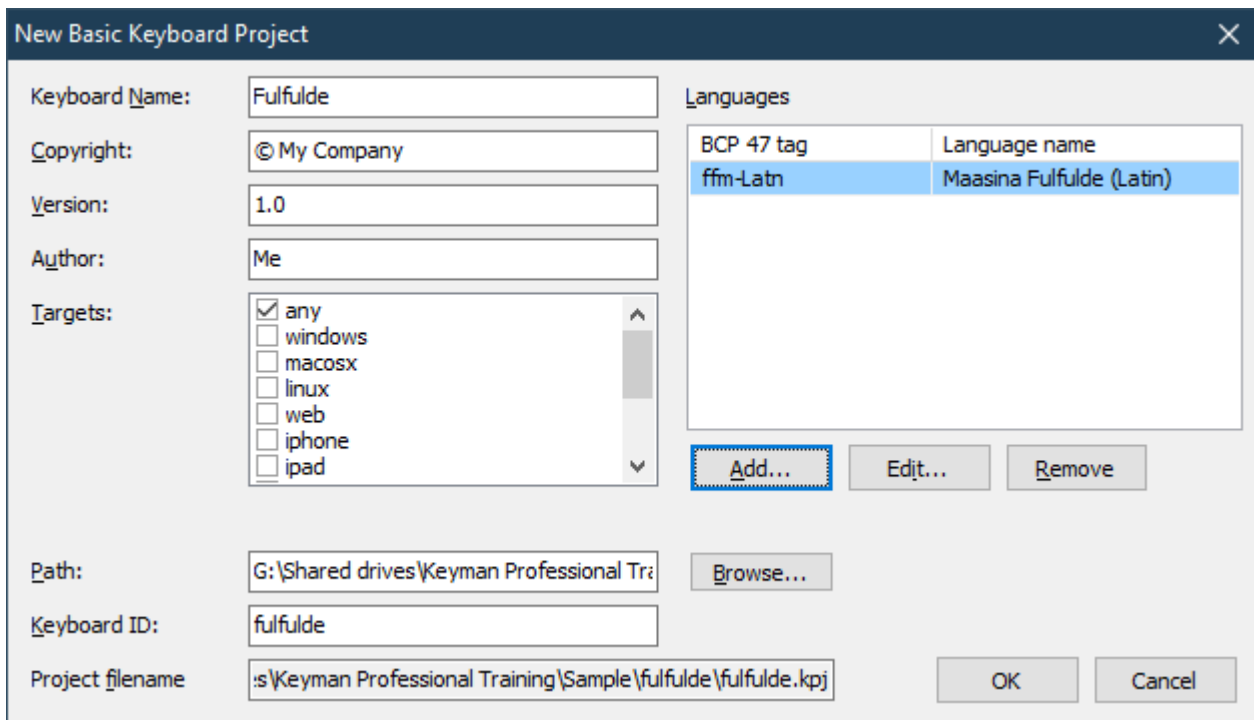
If you have an existing Keyman keyboard, use the Add existing keyboard... button to add it.

9. Go to Build Area
10. Click Compile Keyboard - should get Success (twice)
11. Click Keyboard > Test
12. Type the p key and you should see پ (U+067E)

Start with an English US Windows keyboard

No visual keyboard layout display. Why? Because there's complex code.

1. Start Keyman Developer
2. Project > New Project
3. Click on the icon Import Windows Keyboard, then click
4. Type US and go down one to the US (KBDUS.DLL) row, then click
5. Complete information as follows:



1. Fill out - Name: Fulfulde
2. Target: any
3. Languages: Add ffm, leave defaults, click OK
4. Browse, go to Google Shared folder
5. ID: should be fulfulde, click OK -- now you have a project
6. Click on the Keyboards tab
7. Click on fulfulde.kmn blue link
8. Targets: Any
9. Click on Layout (It takes you automatically to the code view)
10. Click Design and see the error message
11. Try cutting the code out temporarily. Design can be used.
12. Change K_1 to map to 'P'. Click On-Screen button, then Fill from layout. Click OK to overwrite. See the 'P' on the 1 key. F7 to compile. Debug > Stop Debugger