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:

New Basic Keyboard	l Project			×
Keyboard <u>N</u> ame:	Hazargi	<u>L</u> anguages		
Copyright:	© 2020 My Company	BCP 47 tag	Language name	
Version:	1.0	haz-Arab	Hazaragi (Arabic)	
Author:	Me			
<u>T</u> argets:	✓ any ▲ ✓ windows ○ macosx ○ linux ○ web ○ iphone ○ ipad	Add	Edit Remove	
Path:	G: \Shared drives \Keyman Professional Tra	Browse		
Keyboard ID:	hazargi			
Project <u>fi</u> lename	es\Keyman Professional Training\Sample\ha	zargi\hazargi.kpj	OK Car	ncel

- 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 OK -- now you have a project
- 5. Click on the Keyboards tab

hazargi.kpj 🔀			
Project - Keyboai	rds		Show help
New keyboard Add existing	Source Files	Outputs	an keyboards
∎	łazargi)		Options
Information Keyboard	s Packaging Distrik	oution	

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

Hazarginipi D				
(i)	Required info	rmation	î	
Detaile	<u>N</u> ame	lazargi		
Details	Targets 🤇	any		
·····	-	windows		
		macosx		
Layout	i i	web		
	[iphone line d		
୭ି 🔁 ଅଟ				
Icon	Language Co	des		
icon	In Keyman 10, language metadata should now be managed in the package, not the keyboard.			
	Details			
On Course	<u>C</u> opyright	© My Company	-	
Un-screen	Message			
	<	Keyboard is right-to-left		
= Touch Lavout	Web Help Text			
Touch Layout	Keyboard version	1.0	-	
- 2 6 3	Comments	Keyman keyboard generated by ImportKeyboard		
స్తాన	comme <u>n</u> to	Imported: 2020-02-21 09:49:34		
Build		Source Keyboard File: kbdfar.dll		
	-	Source KeyhoardTD: 00050429	4	

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

<u>File E</u> dit <u>V</u> iew	/ <u>P</u> roject <u>K</u> eyboard <u>D</u> ebug <u>T</u> ools <u>H</u> elp		
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hazargi.kpj 🔀 🛛 ha	azargi.kmn * 🔟	Character Map	д х
i		^{pen} η μ	^
Details	1 2 3 4 5 6 7 8 9 0 - = MACSONCE	U+054A U+057A	
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lcon	SHIFT Z X C V b n m , . / SHIFT	5 , t	
On-Screen		Arabic Extende	
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	Key: e Distinguish between lef	U+08B7	
\$	Uisplay <u>1</u> 02nd Key (as or	Arabic Present	
Build	Unicode Character Value(s) U+067E	پ پ	
	Output character(s)	U+FB56 U+FB57	~
	Design Code	U+067E ARABIC_LETT	ER_PEH
	besign	pen 4	11111

- 1. Click on the Layout big button
- 2. Click on \mathbf{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 \downarrow (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:

New Basic Keyboard	l Project			×
Keyboard <u>N</u> ame:	Hazargi Phonetic	<u>L</u> anguages		
<u>C</u> opyright:	© My Company	BCP 47 tag	Language name	
Version:	1.0	naz-Arab	Hazaragi (Arabic)	
Author:	Me			
<u>T</u> argets:	✓ any windows macosx linux web iphone ipad ✓	Add	Edit Remove	
<u>P</u> ath:	G:\Shared drives\Keyman Professional Tra	Browse		
Keyboard ID:	hazargi_phonetic			
Project <u>fi</u> lename	>nal Training \Sample \hazargi_phonetic \haz	argi_phonetic.kpj	OK Cancel	

- 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 OK -- 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 \mathbf{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.

0K

- 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 \downarrow (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:

New Basic Keyboard	Project			×
Keyboard <u>N</u> ame:	Fulfulde	<u>L</u> anguages		
<u>C</u> opyright:	© My Company	BCP 47 tag	Language name	
Version:	1.0	ffm-Latn	Maasina Fulfulde (Latin)	
Author:	Ме			
<u>T</u> argets:	<pre>✓ any windows macosx linux web iphone ipad ✓</pre>	Add	d <u>i</u> t <u>R</u> emove	
<u>P</u> ath:	G: \Shared drives \Keyman Professional Tra	Browse		
Keyboard ID:	fulfulde			
Project <u>fi</u> lename	s\Keyman Professional Training\Sample\fu	lfulde\fulfulde.kpj	OK Cancel	

- 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