

Add OnScreen and Mobile Keyboard

Session 3: Adding the On-Screen & Mobile Keyboard

Objective:

Students will add an on-screen keyboard and a mobile layout for their Dagbani keyboard.

1. Adding the On-Screen Keyboard (20 min)

1. Open Keyman Developer and load `DagbaniTutorial.kpj`.
2. Click **Keyboards**, then select `dagbanitutorial.kmn`.
3. Click **On-Screen**.
4. Click **Fill from Layout** to auto-generate a keyboard.
5. Adjust key positions as needed.
6. Save changes.

2. Creating the Mobile Touch Keyboard (30 min)

1. Click **Touch Layout**.
2. Click **Design**.
3. In the **Platform** dropdown, select phone.
4. Use **Character Map** to insert special characters for long-press popups:
 - ε as a long-press on e.
 - ɔ as a long-press on o.
 - ŋ as a long-press on n.
 - ɣ as a long-press on g.
 - ʒ as a long-press on z.
5. Save changes.

3. Final Testing & Review (10 min)

1. Compile the keyboard.
2. Click **Test Keyboard on Web**.
3. Set **Keyboard** to `DagbaniTutorial` and **Device** to Pixel 5.
4. Verify long-press functionality.
5. Recap the entire tutorial.

Next Steps

- **Advanced Features:** Adding predictive text, dead keys, or alternate layers.
- **Packaging & Distribution:** Creating a `.kmp` package for public use.
- **Publishing to Keyman Cloud:** Sharing the keyboard with the community.

This tutorial provides a strong foundation for creating and testing a Dagbani keyboard in Keyman Developer. Feel free to expand it with additional customizations!