# Adding Dagbani Characters

## Session 2: Adding Dagbani Special Characters

### Objective:

Students will modify their keyboard layout to include Dagbani-specific characters.

### 1. Review & Quick Recap (10 min)

- Open Keyman Developer and review the previous session's work.

### 2. Modifying the Keyboard Layout (30 min)

1. Open **Keyman Developer** and load `DagbaniTutorial.kpj`.
2. Click **Keyboards**, then select `dagbanitutorial.kmn`.
3. Click **Layout**.
4. Modify key outputs for Dagbani special characters:
   - ɛ (open e)
   - ɔ (open o)
   - ŋ (eng)
   - ɣ (gamma)
   - ʒ (ezh)
5. Use **Character Map** to insert Unicode values.
6. Save changes.

### 3. Adding Rules for Special Characters (10 min)

1. Click the **Code** tab.
2. Add the following rules:

```
begin Unicode > use(main)
store(basekey) "eongzEONGZ"
store(output_char) "ɛɔŋɣʒƐƆŊƔƷ"
group(main) using keys
";" + any(basekey) > index(output_char,2)
```

3. Save changes.

### 4. Testing and Debugging (10 min)

1. Compile the keyboard (**Keyboard > Compile Keyboard** or press **F7**).
2. Test changes using **Test Keyboard**.
3. Verify the correct output for Dagbani special characters.
4. Fix errors if needed.

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Next Session[1]

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[1] https://lingtran.net/Add-OnScreen-and-Mobile-Keyboard