

## 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 with the following fields and options:

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

The **Languages** section contains a table with the following data:

BCP 47 tag	Language name
dag	Dagbani

Buttons at the bottom include 'Add...', 'Edit...', 'Remove', 'Browse...', 'OK', and 'Cancel'.

- Then click OK.

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

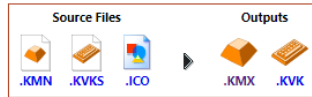


### Creating your first keyboard

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.



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

dagbanitutorial.kmn (DagbanITutorial) Options



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

**Required information**

Name: dagbanitutorial

Targets:
 

- any
- windows
- macosx
- linux
- web
- iphone
- ipad

**Language Codes**

Language metadata is managed in the package that contains this keyboard.

**Details**

Copyright: © MyOrg Insert © (d)

Message:

Web Help Text:

Keyboard version: 1.0

Comments: dagbanitutorial generated from template at 2022-04-07 11:35:00 with name "DagbanITutorial"

**Features**

Feature	Filename
Desktop On Screen Keyboard	dagbanitutorial.kvks
Touch-Optimised Keyboard	dagbanitutorial.keyman-touch

Buttons: Add..., Remove, Edit...

**Character Map**

Basic Latin

U+0020	!	"
U+0021	\$	%
U+0022	&	'
U+0023	(	*
U+0024	)	+
U+0025	,	-
U+0026	.	0
U+0027	1	2
U+0028	3	4
U+0029	5	6
U+002A	7	8
U+002B	9	:
U+002C	<	=
U+002D	;	>
U+002E	:	=
U+002F	U+0030	U+0031
U+0030	U+0032	U+0033
U+0031	U+0033	U+0034
U+0032	U+0035	U+0036
U+0033	U+0036	U+0037
U+0034	U+0038	U+0039
U+0035	U+0039	U+003A
U+0036	U+003B	U+003C
U+0037	U+003C	U+003D
U+0038	U+003D	
U+0039	U+003E	
U+003A	U+003F	
U+003B	U+0040	
U+003C	U+0041	
U+003D	U+0042	
U+003E	U+0043	
U+003F	U+0044	
U+0040	U+0045	
U+0041	U+0046	
U+0042	U+0047	
U+0043	U+0048	
U+0044	U+0049	
U+0045	U+004A	
U+0046	U+004B	
U+0047	U+004C	
U+0048	U+004D	
U+0049	U+004E	
U+004A	U+004F	
U+004B	U+0050	
U+004C	U+0051	
U+004D	U+0052	
U+004E	U+0053	
U+004F	U+0054	
U+0050	U+0055	
U+0051	U+0056	
U+0052	U+0057	
U+0053	U+0058	
U+0054	U+0059	
U+0055	U+005A	
U+0056	U+005B	
U+0057	U+005C	
U+0058	U+005D	
U+0059	U+005E	
U+005A	U+005F	
U+005B	U+0060	
U+005C	U+0061	
U+005D	U+0062	
U+005E	U+0063	
U+005F	U+0064	
U+0060	U+0065	
U+0061	U+0066	
U+0062	U+0067	
U+0063	U+0068	
U+0064	U+0069	
U+0065	U+006A	
U+0066	U+006B	
U+0067	U+006C	
U+0068	U+006D	
U+0069	U+006E	
U+006A	U+006F	
U+006B	U+0070	
U+006C	U+0071	
U+006D	U+0072	
U+006E	U+0073	
U+006F	U+0074	
U+0070	U+0075	
U+0071	U+0076	
U+0072	U+0077	
U+0073	U+0078	
U+0074	U+0079	
U+0075	U+007A	
U+0076	U+007B	
U+0077	U+007C	
U+0078	U+007D	
U+0079	U+007E	
U+007A	U+007F	
U+007B		
U+007C		
U+007D		
U+007E		
U+007F		

Messages

Line 1, Col 1 Ready for input

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

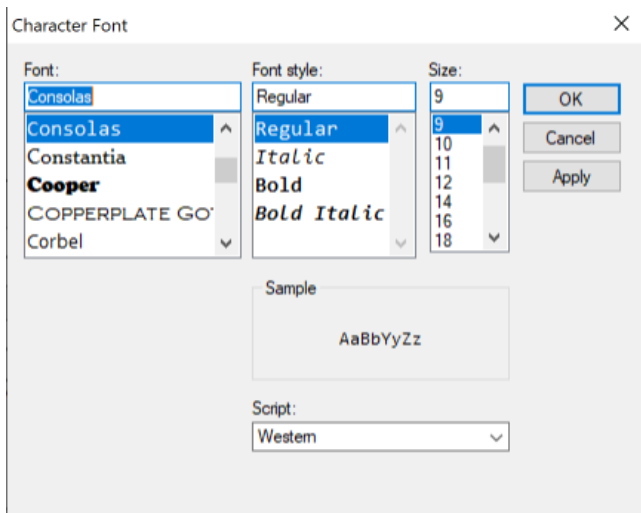
File Edit View Project Keyboard Debug Tools Help

UTF-8

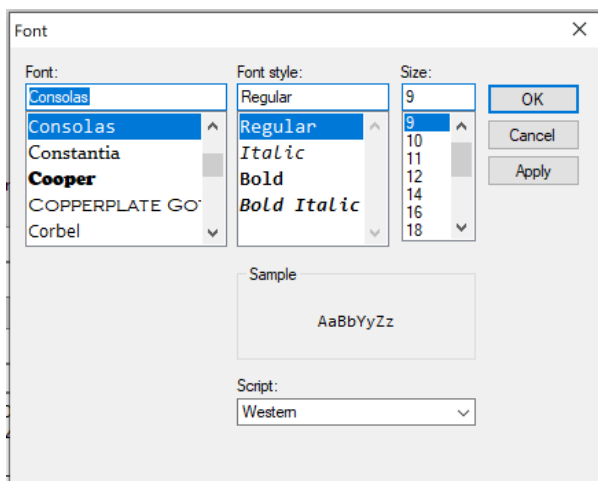
dagbanitutorial.kpj dagbanitutorial.kmn \*

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**.