

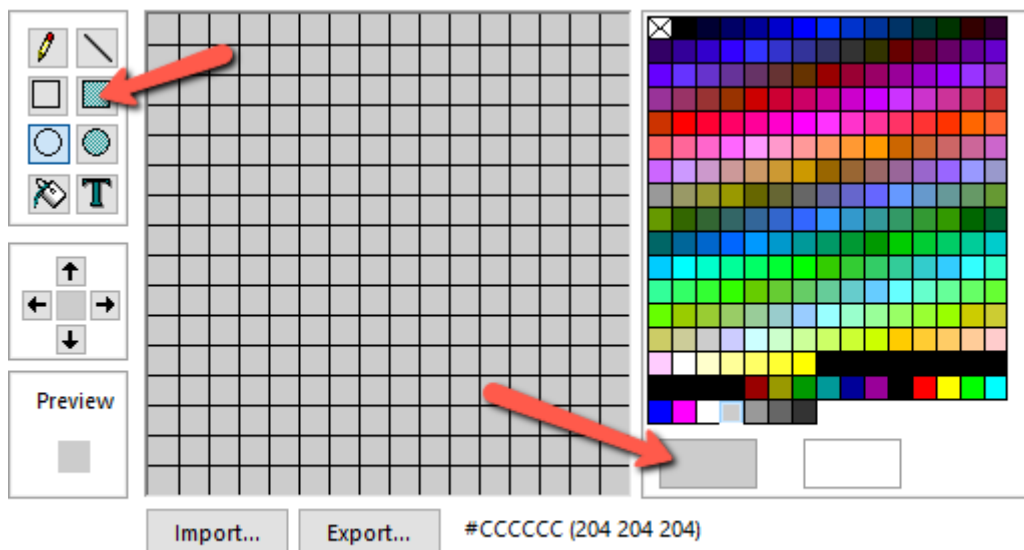
Keyman Developer Tutorial

Creating an Icon for the Keyboard

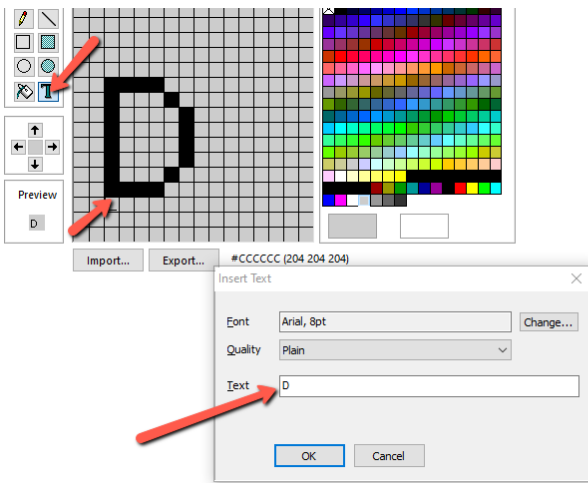
Session 4

This session we will create an icon for the desktop keyboard for the Dagbani language of Ghana. This icon will be displayed when we activate the keyboard in the Language Bar.

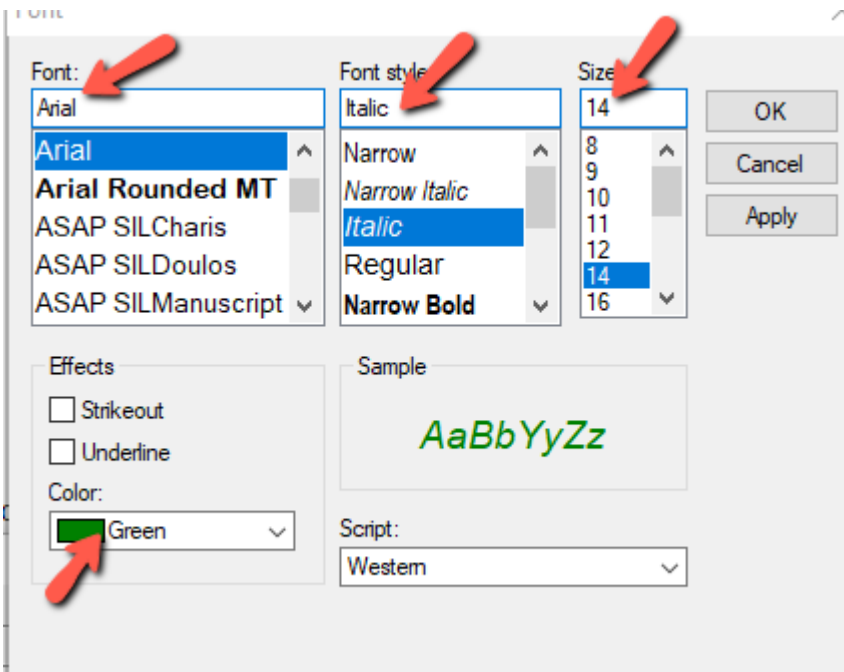
1. Start **Keyman Developer**.
2. In the **Project** menu, point to **Recent Projects**, click **DagbaniTutorial.kpj**.
3. In the **Project - Keyboard** dialog box, click **dagbanitutorial.kmn**. The **Details** pane appears.
4. In the **Features** box, you may need to add the **Icon** page, if it is not showing. To do this, click **Add**. The **Add Feature** dialog box appears. Select **Icon** and then click **OK**.
5. Click **Icon**. The **Icon** page appears.
6. First, we want to clear the **Icon** palette. Click on a color in the **Color** palette. We want to choose a light color like gray. The selected color will display in the bottom-left corner of the **Color** palette. Click on the square box in the left column of the **Icon** palette. Then drag the mouse from the top-right corner to the bottom-left corner in the **Icon** palette.



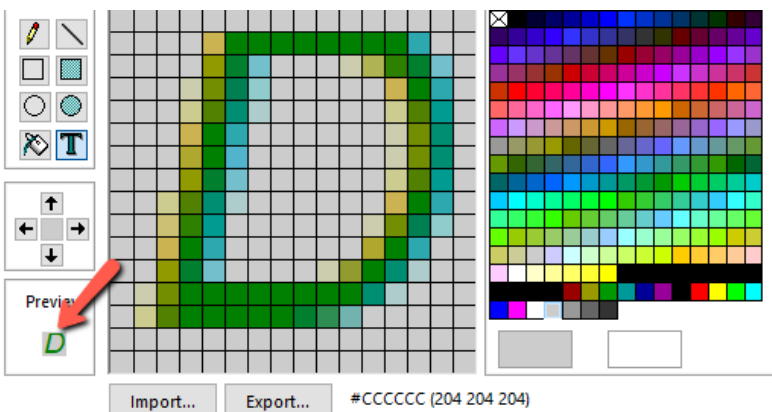
7. Next, we want to add a character in the **Icon** palette to represent the keyboard. Click on the **T** box in left column of the **Icon** palette. Then click on a lower left square in **Icon** palette. In the **Insert Text** dialog box, enter **D** in the **Text** box.



Now we want to change the look and feel of our Icon. Click **Change**. In the **Font** dialog box, set the **Font** to **Arial**, set the **Font style** to **Italic** and set **Size** to **14**. Then set **Color** to **Green**. Normally we should set the font to the color and the size that is best for our keyboard. Then click **OK**.



To make the icon look good, set **Quality** to **Cleartype**. Then click **OK**. Use the arrow keys to center the icon.



Notice that the Preview box shows us what the icon will look like.

8. Now save our work by clicking the **Save** icon.