

# Old Keyman Developer Course

- 1 Introduction to Keyman Multiplatform Keyboards<sup>[1]</sup>
- 2 Physical Keyboard Layout Design<sup>[2]</sup>
- 3 Creating your Keyman Project<sup>[3]</sup>
- 4 Physical Keyboard Programming<sup>[4]</sup>
  - Keyboard Ideas and Samples<sup>[5]</sup>
- 5 Create an on-Screen Keyboard<sup>[6]</sup>
- 6 Create a Touch Keyboard<sup>[7]</sup>
- 7 Compile and Test the Touch Keyboard<sup>[8]</sup>
- 8 Package for Distribution<sup>[9]</sup>

---

<sup>[1]</sup> <https://lingtran.net/1+Introduction+to+Keyman+Multiplatform+Keyboards>

<sup>[2]</sup> <https://lingtran.net/2+Physical+Keyboard+Layout+Design>

<sup>[3]</sup> <https://lingtran.net/3+Creating+your+Keyman+Project>

<sup>[4]</sup> <https://lingtran.net/4+Physical+Keyboard+Programming>

<sup>[5]</sup> <https://lingtran.net/Keyboard+Ideas+and+Samples>

<sup>[6]</sup> <https://lingtran.net/5+Create+an+on-Screen+Keyboard>

<sup>[7]</sup> <https://lingtran.net/6+Create+a+Touch+Keyboard>

<sup>[8]</sup> <https://lingtran.net/7+Compile+and+Test+the+Touch+Keyboard>

<sup>[9]</sup> <https://lingtran.net/8+Package+for+Distribution>