

Rapid Create and Test

Session 1: Creating and Testing the Basic Keyboard

Objective:

By the end of this session, students will have created a basic keyboard project in Keyman Developer and tested it in a browser.

1. Introduction to Keyman Developer (10 min)

- Keyman Developer is a tool for creating custom keyboards for different languages.
- Example: A pre-existing Dagbani keyboard (if available).
- Our goal is to build a Dagbani keyboard from scratch.

2. Creating the Keyboard Project (20 min)

1. Open **Keyman Developer**.
2. In the **Project** menu, select **New Project**.
3. Choose **Basic Keyboard**, then click **OK**.
4. In the **New Basic Keyboard Project** dialog box:
 - **Keyboard Name:** DagbaniTutorial
 - **Description:** Can't be blank!
 - **Author:** Your Name
 - **Copyright:** Your Organization
 - **Full Copyright:** 2025 Your Organization
 - **Version:** Keep default (e.g., 1.0).
 - **Targets:** Set to any (supports all devices).
 - **Languages:** Add dag (Dagbani, BCP-47 Code).
5. Click **OK**.
6. Save the project by clicking the **Save** icon.

3. Testing in the Browser (20 min)

1. Click on the Keyboard tab
2. Open the keyboard by clicking on it
3. In the **Keyboard** menu, click **Test Keyboard**.
4. Type sample text to see the default layout (US keyboard).
5. Explain that this will be modified to support Dagbani-specific characters in the next session.

4. Wrap-up and Q&A (10 min)

- Recap the session's key points.
- Preview the next session: Adding Dagbani special characters.

Next Session^[1]

^[1]<https://lingtran.net/Adding-Dagbani-Characters>