

keyTouch-editor user manual

First edition, for keyTouch-editor version 1.0

Last updated January 13, 2005

by Marvin Raaijmakers



Table of Contents

1 About keyTouch-editor.....	3
2 Using keyTouch-editor.....	4
2.1 Starting keyTouch-editor.....	4
2.2 Opening a keyboard file.....	4
2.3 Setting the name of the keyboard.....	4
2.4 Adding a new key.....	5
2.5 Removing a key.....	5
2.6 Changing/setting the settings of a key.....	5
2.7 Saving the keyboard file.....	5
3 Helping other people with your keyboard file.....	6

1 About keyTouch-editor

KeyTouch-editor produces keyboard files for keyTouch. The user can easily add and edit the extra function keys of the keyboard. You will need this program when your keyboard is not yet supported by keyTouch.

2 Using keyTouch-editor

2.1 Starting keyTouch-editor

We simply start keyTouch-editor by running the command:

```
$ keytouch-editor
```

You will see a window like illustration 1. Now you are ready to produce a new keyboard file.

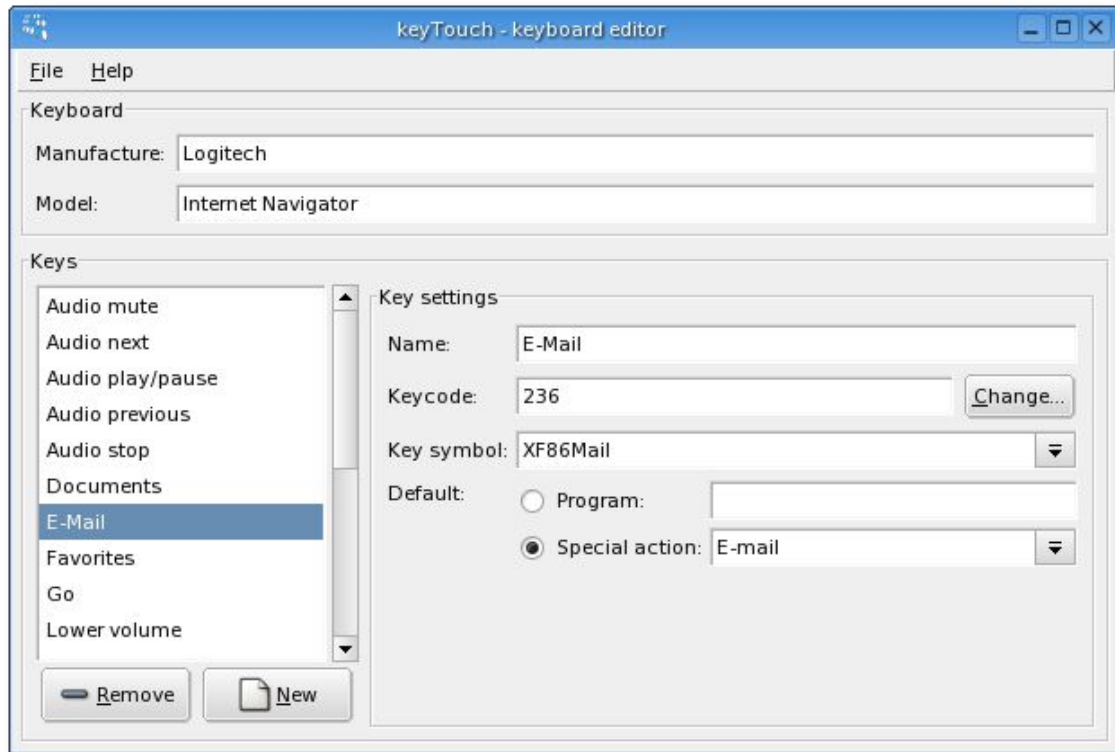


Illustration 1: The main window of keyTouch-editor.

2.2 Opening a keyboard file

To open an already existing keyboard file, goto “File” > “Open”.

2.3 Setting the name of the keyboard

The name of the keyboard consists of two parts: the model- and manufacturers name. You can fill in these name in the text entries “Model” and “Manufacturer”.

It is recommended to capitalize the first character of every word in the name. For example:

“Logitech” as the manufacturer and “Internet Navigator” as the model. So not: “logitech” as the manufacturer and “internet navigator” as the model.

2.4 Adding a new key

To add a new key to the key list, click “New”. KeyTouch-editor will now ask you to fill in the name of the extra function key. It is recommended that you fill in the caption of that key, which is printed on your keyboard. When the key has a symbol instead of a caption, try to fill in a logical name for it. So call a key, like in illustration 2, “Play/Pause”.



Illustration 2: Call this key "Play/Pause".

2.5 Removing a key

To remove a key you first have to select it in the list and then click “Remove”.

2.6 Changing/setting the settings of a key

Select the key in the list you want to change the settings of. You should know that there are 3 sides who need information about a key:

- **User side:** The user can recognize a key in keyTouch, by its name. The text entry “Name” shows this name.
- **Operating System (kernel) side:** When a key is pressed the Operating System will receive a keycode of that key from the keyboard. The text entry “Keycode” shows this code.
- **Program side:** After the Operating System received the keycode, it will send a key symbol, which is related to the code, to a program. The symbol is visible in “Key symbol”.

When you change the settings of a key, you must take care of combining this information.

So to tell the Operating System what key you mean, you have to change the keycode. Click the “Change...” button to do this and a small window appears. Now you just have to press the extra function key so that the computer knows what key you mean.

Now we have to choose the key symbol. Click on after the key-symbol-entry and a list of key symbols will appear. It actually doesn't matter which symbol you choose. However it is recommended to choose a matching symbol. Also note that a key symbol only may be used for just one key.

We now need to assign what default action will take place when the key is pressed. There are two possibilities:

1. Run a **program**: Enter the command to run at the “Program” text entry.
2. Run a **special action**: Choose the special action in the “Special action” list.

You have to remember that the action you assign, will be the default action for that key. This means that you should carefully choose an action that matches the function of the key (so the action you might want to use can differ from the default action). You can, for example, read the manual of your keyboard to find out what action should take place under Windows. When we choose a program, we should choose a common program. So, for example, the keyboard has a key for videoconferencing, the default program will be “gnomemeeting”, instead of “my-unknown-program”.

2.7 Saving the keyboard file

To save the keyboard file, goto “File” > “Save”. If the file was saved before and you want to save it as a new file, goto “File” > “Save As”.

3 Helping other people with your keyboard file

You probably created a keyboard file, because there is no support for your keyboard yet or to improve the file. Of course there are also other people with the same keyboard. The keyTouch project depends on people like you to support keyboards. So send your keyboard file to marvin_raaijmakers@linux-box.nl and you will help a lot of people.