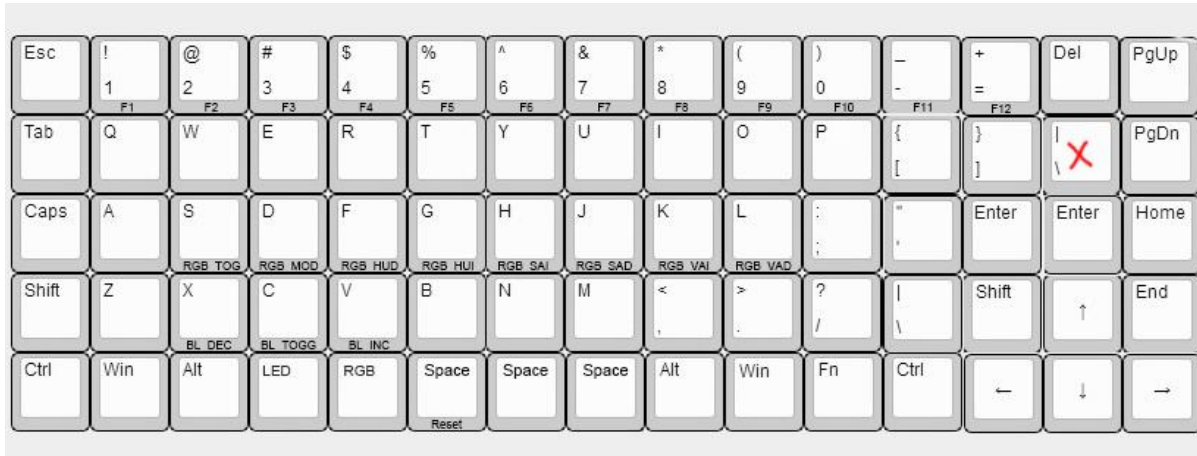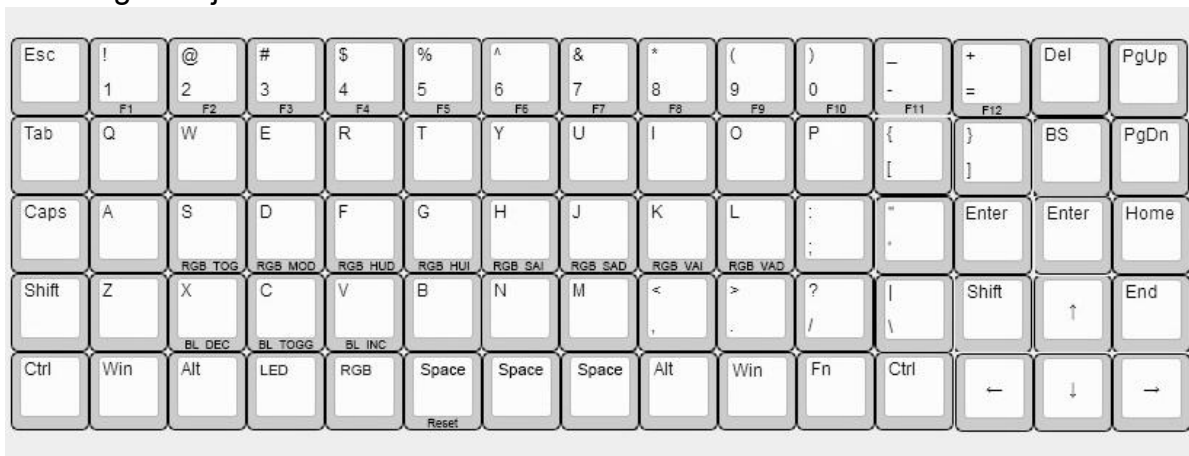## QMK File Editing

Our purpose is to modify layout "rgb750.json"



To be "rgb751.json" as below



1.We upload the file "RGB750.json".

(1) Open website: http://kbfirmware.com/

Click "Upload" in the blue box,go to file "QMK.Flasher-darwin-x64-0.5.2",choose and upload file "RGB750.json".You'll see columns below:

**WIRING,PINS,KEYMAP,MACROS,QUATUM,SETTINGS,COMPILE**



(2) Click"KEYMAP"

We have "RGB750" layer 0 layout as following

(3)  Click the blue "up arrow",then we enter layer 1
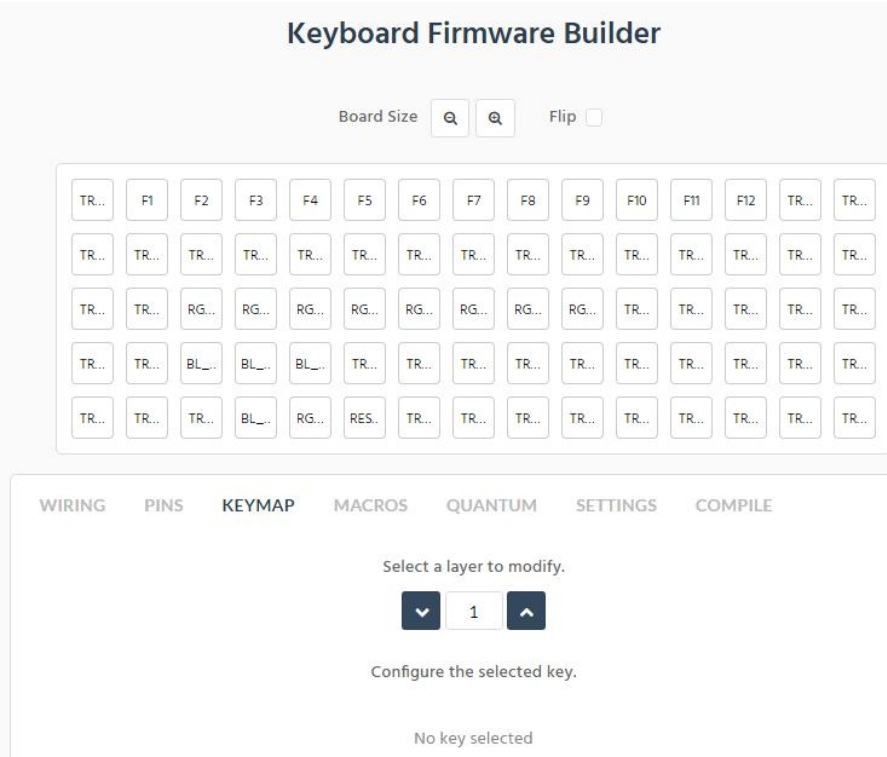


Click the blue "down arrow",we change back to layer0
Click "\" on the right upper window ,have following picture.
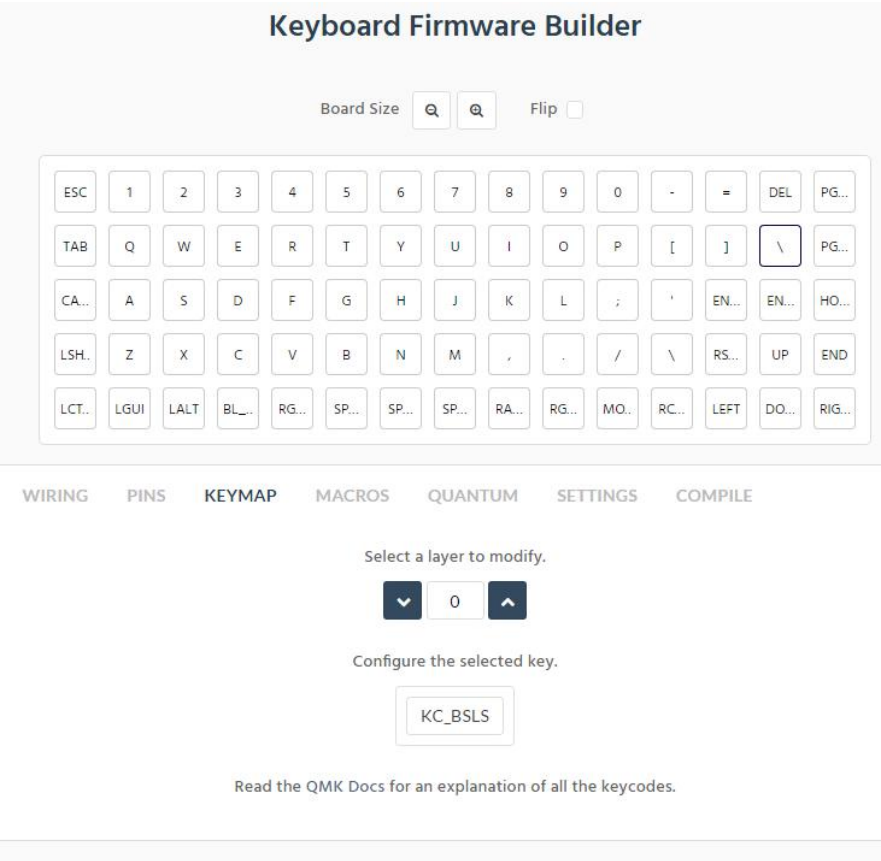


Click "KC_BSLS",have following picture.
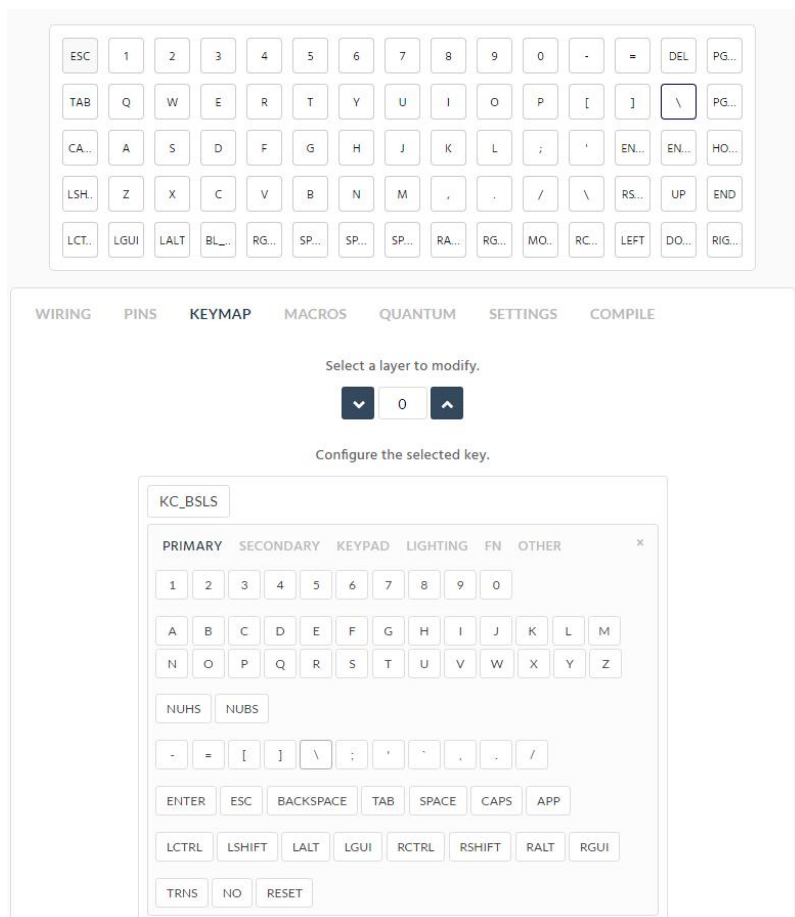
We are on "PRIMARY" page, find "BACKSPACE", then click it. You'll see "\" changed to be "BACKSPACE" as following picture.
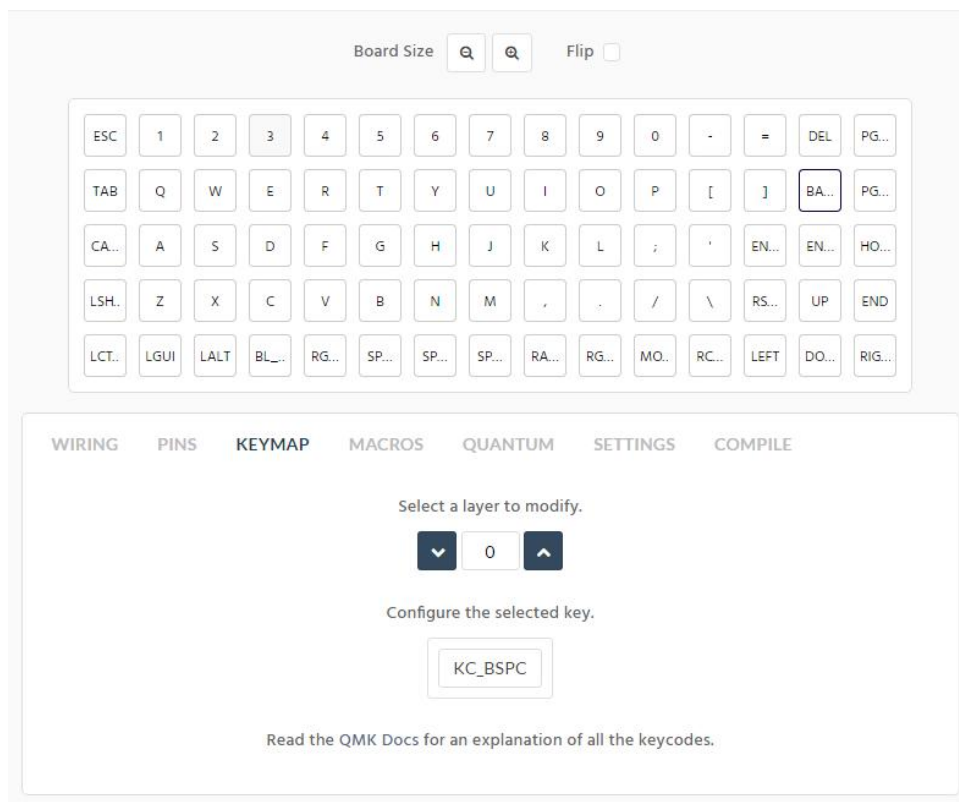


## Note:

"PRIMARY"--main keys zone,
"SECONDARY"--function keys zone,
KEYPAD---keypad zone
LIGHTING--lighting control zone

FN--control zone

OTHER

(4) Use same method to change other keymap if you have.

(5) After changed all the keycaps,Click"SETTINGS"

Change the layout name it to be "rgb751".

Click "Save Configuration" black letters,Click "Download",and save this rgb751.json file on computer.



(6) Click "COMPILE"---then click "Download.hex"--save it to be "rgb751.hex",then you can use this hex file to re-flash the keyboard.
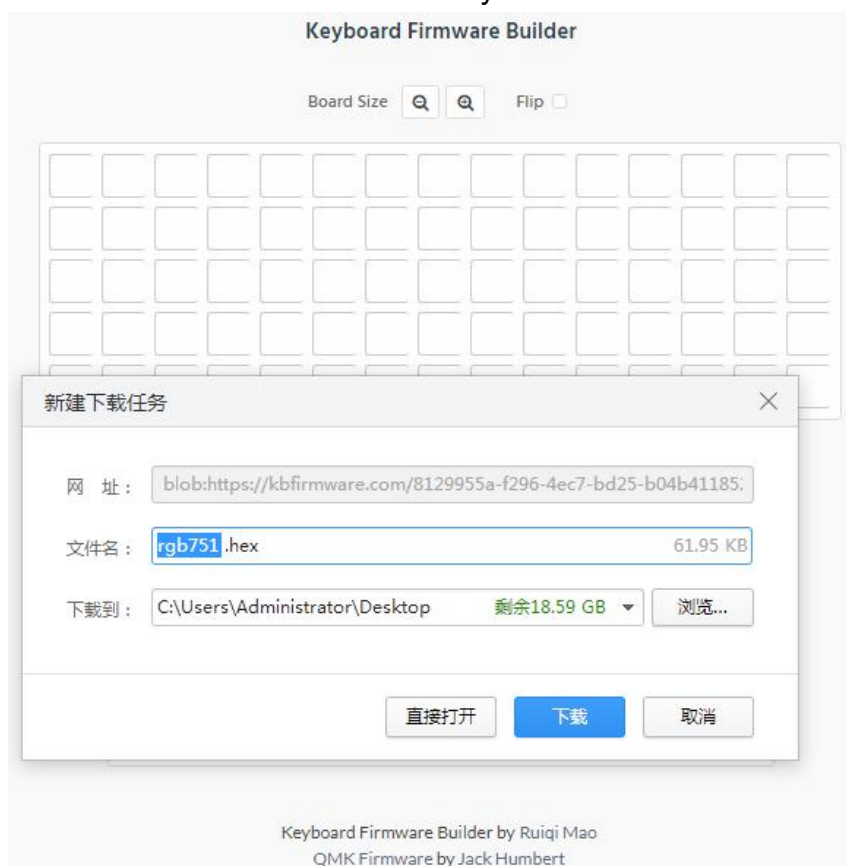
## 2. Details of some terms(Ref)
### (1)PRIMARY

| PRIMARY | SECONDARY | KEYPAD | LIGHTING | FN | OTHER | | | | | | | × |
|---|---|---|---|---|---|---|---|---|---|---|---|---|

| 1 | 2 | 3 | 4 | 5 | 6 | 7 | 8 | 9 | 0 |
|---|---|---|---|---|---|---|---|---|---|

| A | B | C | D | E | F | G | H | I | J | K | L | M |
|---|---|---|---|---|---|---|---|---|---|---|---|---|
| N | O | P | Q | R | S | T | U | V | W | X | Y | Z |

| NUHS | NUBS |
|---|---|

| - | = | [ | ] | \ | ; | ' | ` | , | . | / |
|---|---|---|---|---|---|---|---|---|---|---|

| ENTER | ESC | BACKSPACE | TAB | SPACE | CAPS | APP |
|---|---|---|---|---|---|---|

| LCTRL | LSHIFT | LALT | LGUI | RCTRL | RSHIFT | RALT | RGUI |
|---|---|---|---|---|---|---|---|

| TRNS | NO | RESET |
|---|---|---|

**RESET: Like the button on the back of the PCBA**
**NO: Ignore this key**
**NUBS: NonUS keys # and ~**
**NUHS:NonUS keys | and \**

### (2)SECONDARY

| PRIMARY | SECONDARY | KEYPAD | LIGHTING | FN | OTHER | | | | | | × |
|---|---|---|---|---|---|---|---|---|---|---|---|

| ! | @ | # | $ | % | ^ | & | * | ( | ) |
|---|---|---|---|---|---|---|---|---|---|

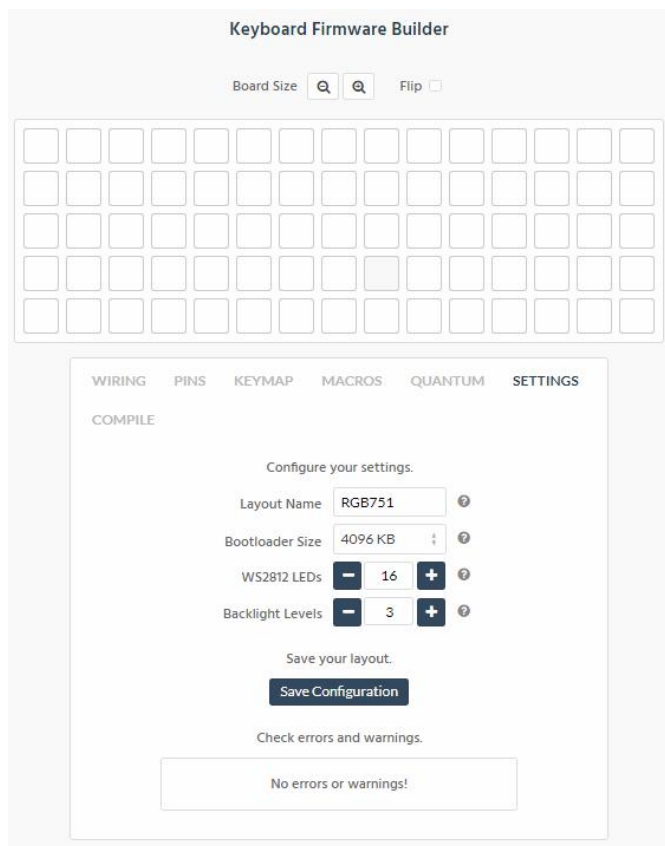| _ | + | { | } | | | : | " | ~ | < | > | ? |
|---|---|---|---|---|---|---|---|---|---|---|

| F1 | F2 | F3 | F4 | F5 | F6 | F7 | F8 | F9 | F10 | F11 | F12 |
|---|---|---|---|---|---|---|---|---|---|---|---|
| F13 | F14 | F15 | F16 | F17 | F18 | F19 | F20 | F21 | F22 | | |
| F23 | F24 | | | | | | | | | | |

| PSCR | SLCK | PAUSE |
|---|---|---|

| INS | DEL | HOME | END | PGUP | PGDN | LEFT | DOWN | UP |
|---|---|---|---|---|---|---|---|---|

| RIGHT |
|---|

| POWER | SLEEP | WAKE | MUTE | VOLD | VOLU | PLAY | STOP |
|---|---|---|---|---|---|---|---|

| PREV | NEXT |
|---|---|

**F1-F24**
**LEFT,DOWN,UP,RIGHT: 4 Arrows**
**POWER,SLEEP,WAKE,MUTE,**
**VOLD:Volume down**
**VOLU:Volume up**
**(3)KEYPAD**

| PRIMARY | SECONDARY | **KEYPAD** | LIGHTING | FN | OTHER |
|---------|-----------|------------|----------|----|----|

| NLCK | P/ | P* | P- | P+ | P. | P= | PENT |
|------|----|----|----|----|----|----|------|

| P1 | P2 | P3 | P4 | P5 | P6 | P7 | P8 | P9 | P0 |
|----|----|----|----|----|----|----|----|----|----|

(4)LIGHTING

| PRIMARY | SECONDARY | KEYPAD | **LIGHTING** | FN | OTHER | › |
|---------|-----------|--------|--------------|----|----|----|

| BL_TOGG | BL_DEC | BL_INC | BL_STEP |
|---------|--------|--------|---------|

| RGB_TOG | RGB_MOD | RGB_HUI | RGB_HUD | RGB_SAI | RGB_SAD |
|---------|---------|---------|---------|---------|---------|

| RGB_VAI | RGB_VAD |
|---------|---------|

BL_TOGG:Top lighting switch
BL_DEC: Top lighting down
BL_INC:Top lighting up
BL_STEP:Top lighting by step
RGB_TOG:Bottom RGB switch
RGB_MOD:Bottom RGB mode
RGB_HUI:Bottom RGB hue increase
RGB_HUD:Bottom RGB hue decrease
RGB_SAI:Bottom RGB saturation increase
RGB_SAD:Bottom RGB saturation decrease
RGB_VAI:Bottom RGB brightness increase
RGB_VAD:Bottom RGB brightness decrease

(5)FN

| LCTL() | LSFT() | LALT() | LGUI() | RCTL() | RSFT() | RALT() | RGUI() |
|--------|--------|--------|--------|--------|--------|--------|--------|

| HYPR() | MEH() | LCAG() | ALTG() |
|--------|-------|--------|--------|

| LT() | TO() | MO() | DF() | TG() | OSL() | OSM() | MT() |
|------|------|------|------|------|-------|-------|------|

| CTL_T() | SFT_T() | ALT_T() | GUI_T() | C_S_T() | MEH_T() | LCAG_T() |
|---------|---------|---------|---------|---------|---------|----------|

| ALL_T() |
|---------|

| M() |
|-----|

➢ **Key combinations**

- **LSFT(kc)** –      left shift+*kc*。  e.g. **LSFT(a)** =LSHIFT+A
- **RSFT(kc)** – right shift+*kc*。
- **LCTL(kc)** -  left  ctrl+*kc*
- **RCTL(kc)** – right ctrl+*kc*
- **LALT(kc)** –  left  alt+*kc*
- **RALT(kc)** -  right alt+*kc*
- **LGUI(kc)** – left gui+*kc*
- **RGUI(kc)** - right gui+*kc*
- **HYPR(kc)** –shift+ctrl+gui+alt+*kc*
- **MEH(kc)** –shift+ctrl+alt+*kc*
- **LCAG(kc)** – ctrl+gui+alt+*kc*
- **ALTG(kc)** – ctrl+alt+*kc*

**MO(1):temporarily enter layer1,the same function as Fn(1),**

**If you set key MO(1) on layer0,then on layer1 you should set it to be TRNS.**

**If you set a certain key on layer0,then it's blank on layer1,please also set TRNS on layer1.**

**Eg:Press MO(1) +8(the key on layer0),can get F8,**

**If you release MO(1),press 8,you'll get 8.**