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**r/OpenRGB** • 2 yr. ago
ringowu1234

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GMMK Pro OpenRGB QMK Complete. How to Add Per Key Adjustment function?

Question

As title, I finally got my GMMK Pro working with OpenRGB now. However the per key adjustment option doesn't show up. I can only change light's for the whole keyboard, or use Effect plugin for variety.

Is there lines I need to put in my keymap.c?

Can someone point me to the right direction?

Thanks.



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Figured this out by doing some digging online.

Basically I found a [GMMK PRO rgb_matrix_map.h](#) from this [reddit post](#) by [u/handtector](#)

put it together with my keymap.c, added a line in keymap.c

```
#include "rgb_matrix_map.h"
```

under

```
#include QMK_KEYBOARD_H
```

compile, then profit!



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**handtector** • 2y ago

I am glad my old post still can provide some value. :-)

↑

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