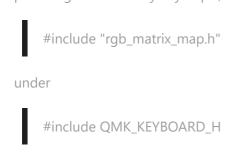
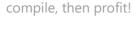




Figured this out by doing some digging online.

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







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

2 - Reply